New Connections

Sharing the Narative

The narratives that you create for (and with) your Sims do not exist in a vacuum. They are real, evolving stories that you are personally invested in enriching.

The Sims 3 Generations now offers the freedom to share these elaborate, funny, and heartbreaking narratives with the world.

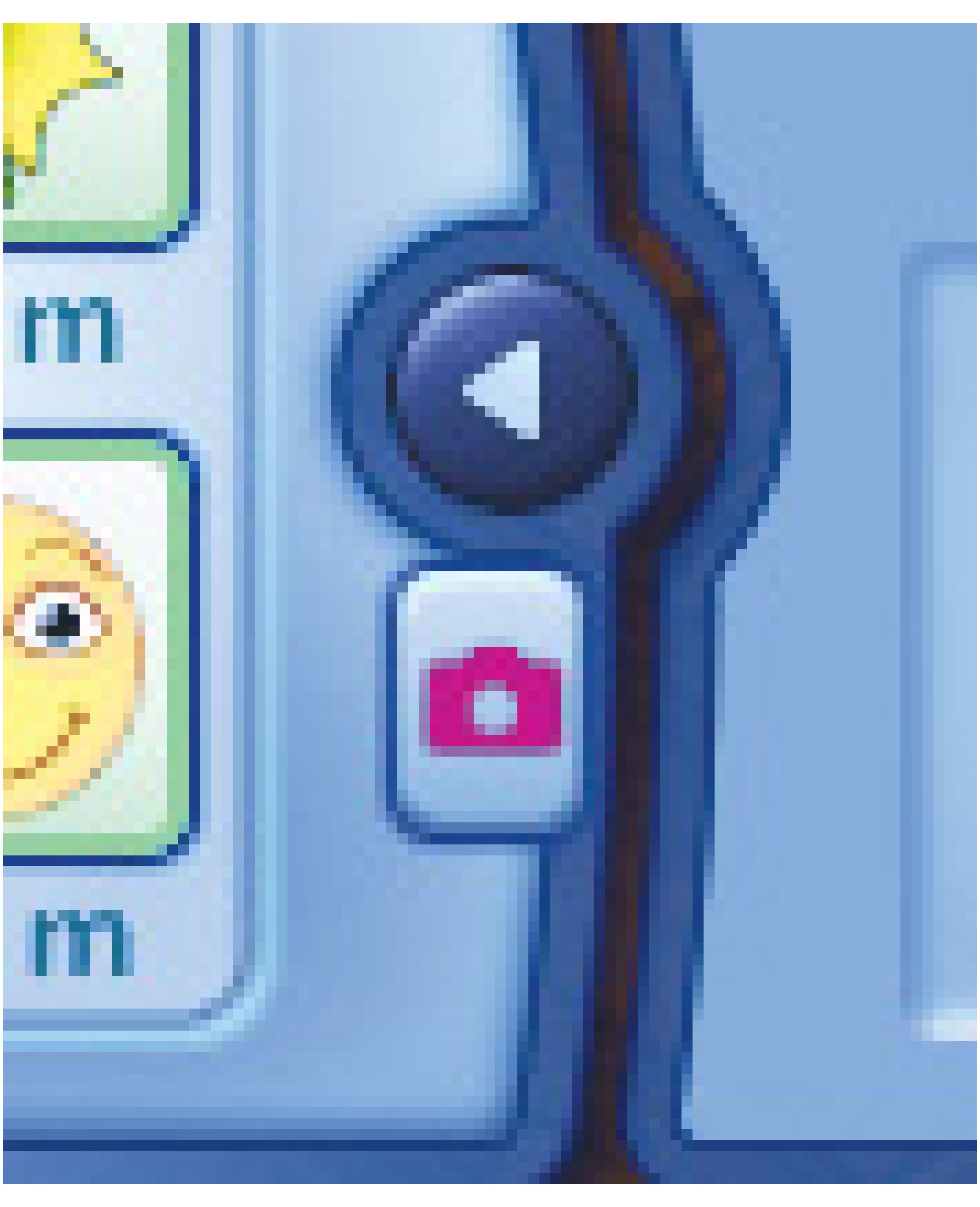
With new Facebook integration, your wall can now serve as a creative outlet for sharing memories created within Generations, either through automatic snapshots or use of the new Capture This Moment feature that lets you freeze priceless moments in pixels and post them on Facebook.

Memories are also stored in your new Scrapbook, which serves as a growing tapestry of life stories for all members of a household.

Sharing the Narrative

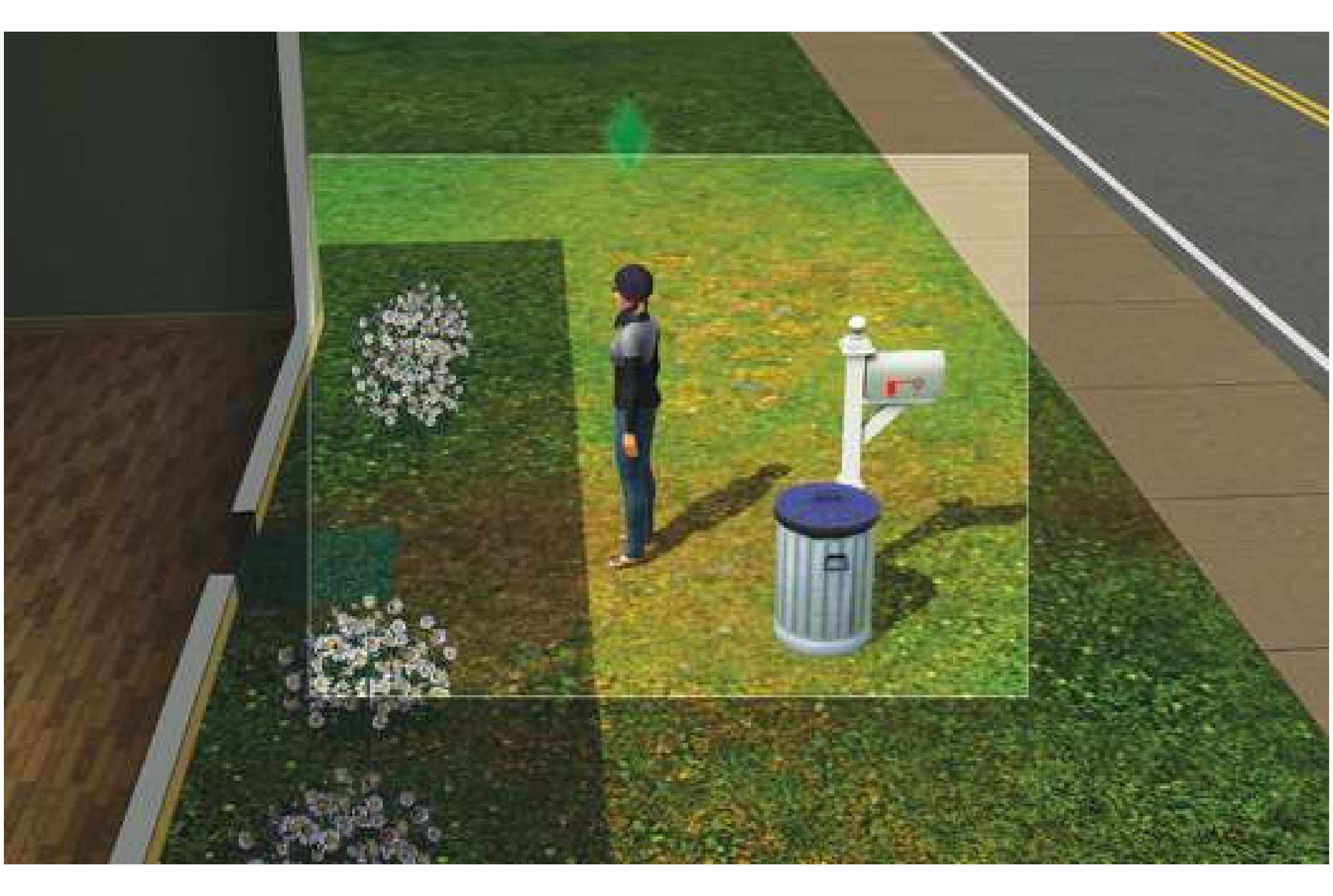
Facebook

Generations introduces a wealth of Facebook functionality to The Sims 3. Now, players can post photos and stories from their town to their Facebook walls, keeping friends updated on the latest in their Sim adventures.

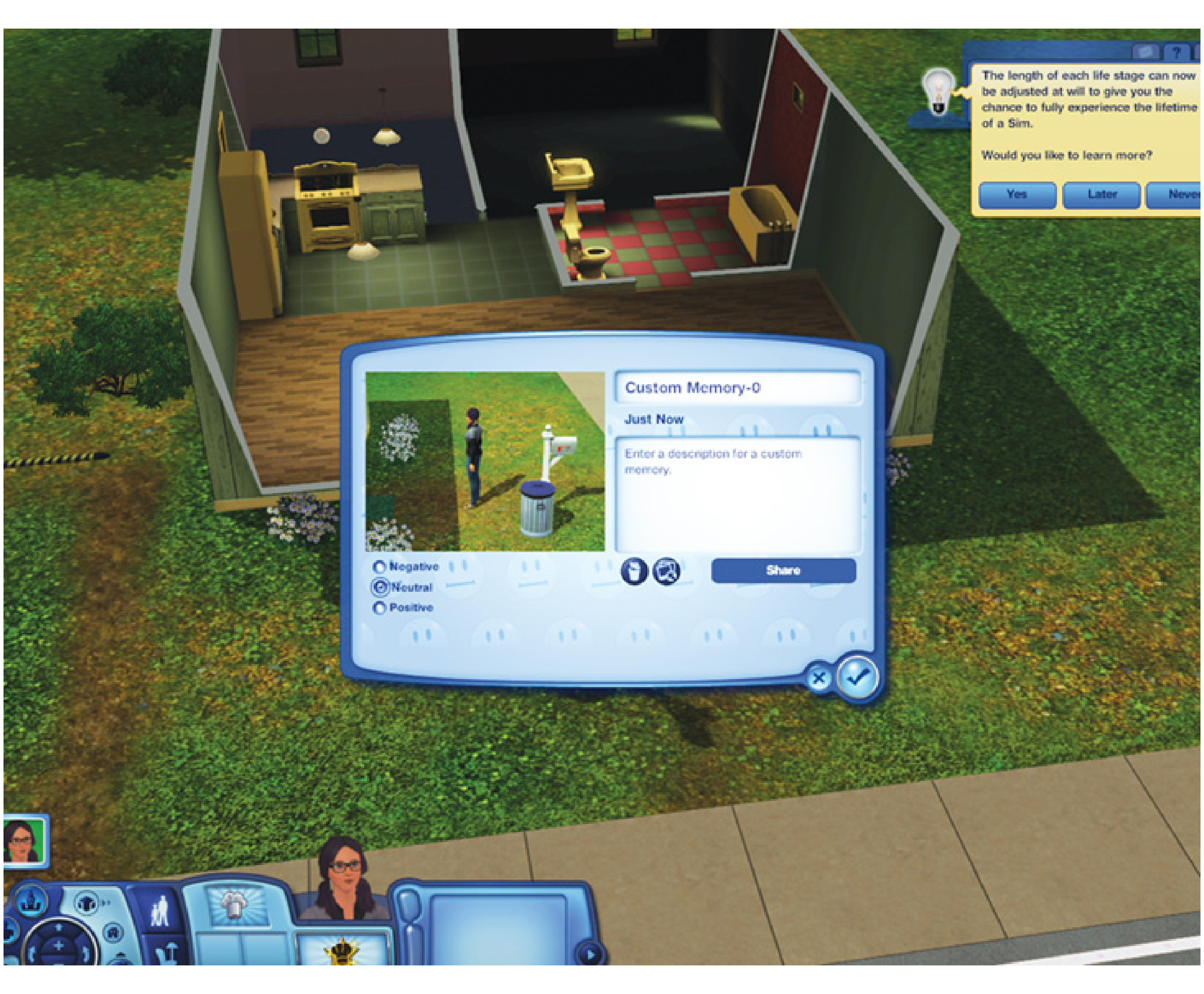


You have multiple ways to share memories via Facebook. The Sim panel now has a new button for creating a memory snapshot, called Capture This Moment. These are not like the screenshots you take with C.

Those are saved to the Screenshots folder of the Sims directory on your hard drive. Snapshots taken with this new tool are instead directed to both Facebook and the all-new Scrapbook feature.



When you click on the purple camera button, a frame appears on-screen. Use Z and X (or your mouse scroll wheel) to zoom in and out of the action, and move the mouse to perfectly frame your shot. Once you have the photo arranged to your liking, tap C to snap the photo.



The length of each life stage can now be adjusted at will to give you the chance to fully experience the lifetime of a Sim.

Would you like to learn more?

Custom Memory-0

Just Now

Enter a description for a custom memory.

○ Negative
● Neutral
○ Positive

The photo now appears in a window. Within this window, you can title the memory and write a short description. (Keep in mind both of these will appear on your wall, so be mindful of what you type here.)

Then, give a "tone" to the memory: positive, neutral, or negative. Once these have all been decided, click on the "Share" button to post it to your Facebook wall.

Note

You need to link your Facebook account and The Sims 3 Generations for this to work. Please see the Terms of Use for both Facebook and The Sims 3 Generations for all details regarding application data usage.

If you'd rather not post the memory on your Facebook wall, you can still save it to your Scrapbook. Click on the checkmark to save the memory.

The title and description you assigned to the memory will appear when you thumb through the Scrapbook, which we'll get to in just a moment.

Note

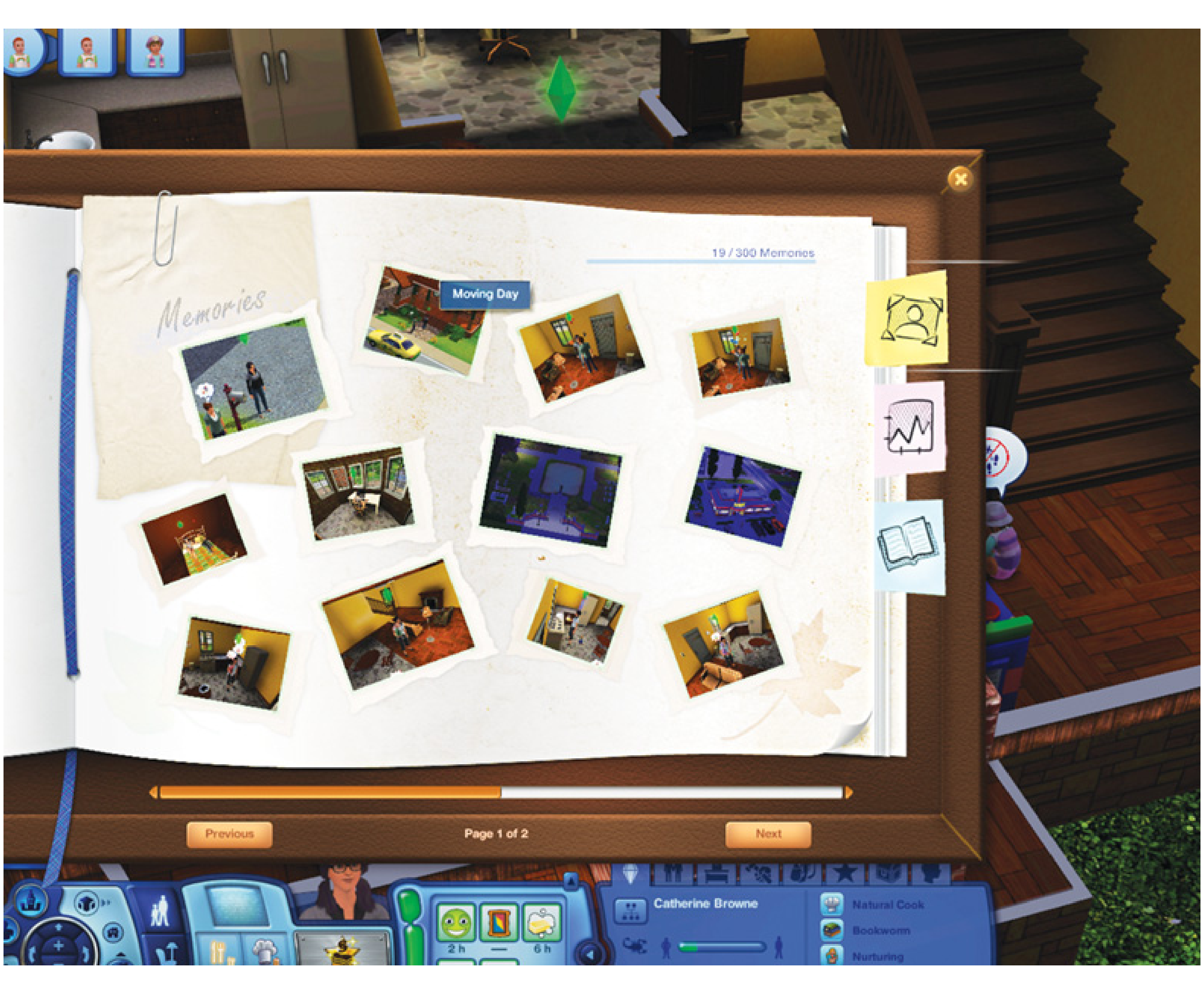
If you want to discard the memory, just click on the little trash can icon.

In addition to the memories you purposefully capture with this new tool, The Sims 3 Generations also alerts you when life events take place, whether its the advancement of a skill or the first time a Sim picks up his child.

When one of these determined memories happens, Generations automatically takes a memory snapshot. In the screen's upper-right corner, a message appears telling you about the memory and offering the chance to share it on your Facebook wall.

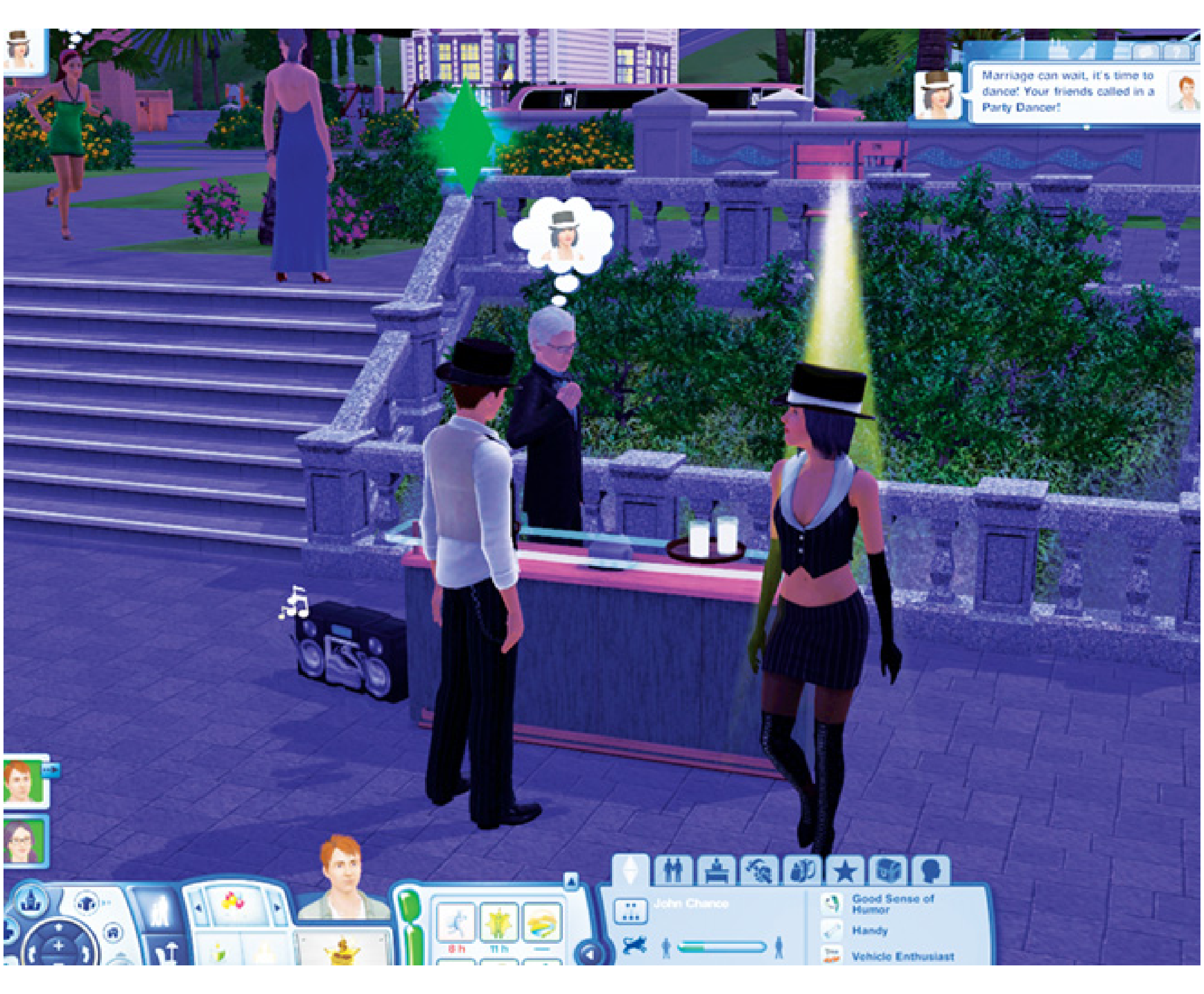
You can, of course, decline and just save it to your Scrapbook.

Scrapbook



Although it's fun to share memories on Facebook, sometimes you just want to keep things to yourself. The new Scrapbook allows you to browse through saved memory snapshots and review the story of your Sims' lives.

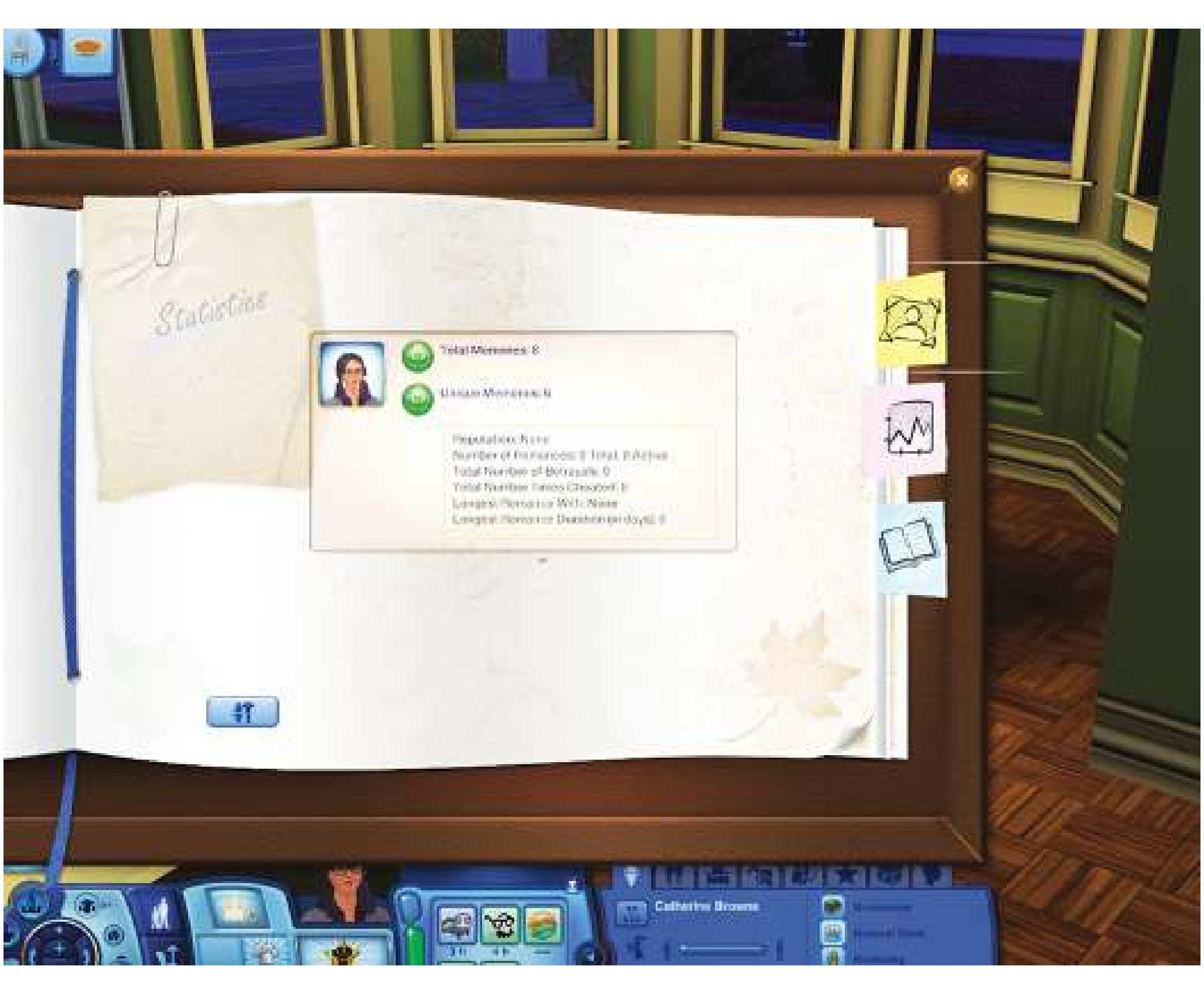
The Scrapbook actually looks like a real-life scrapbook, complete with photos artfully arranged on each page. When you mouse over a memory, you see information about it. Clicking on a memory enlarges it, letting you view the scene in greater detail.



Marriage can wait, it's time to dance! Your friends called in a Party Dancer!

The Scrapbook is accessed via the Sim Panel's Simology tab. (It's next to Favorites.) When launched, the action pauses and the Scrapbook opens.

You can store up to 300 memories in the Scrapbook (feel free to delete unwanted memories—there are usually things a Sim would rather forget).



Total Memories: 8

There are two additional tabs in the Scrapbook. The Statistics tab tracks the number of memories each Sim in the household has. The current reputation is tracked, as are the general stats regarding the Sim's love life.

The third tab is Biography. Here, you can write a new biography for your Sim and attach it to the Scrapbook.

The Scrapbook can be shared if you log in to The Sims 3 community and link it.

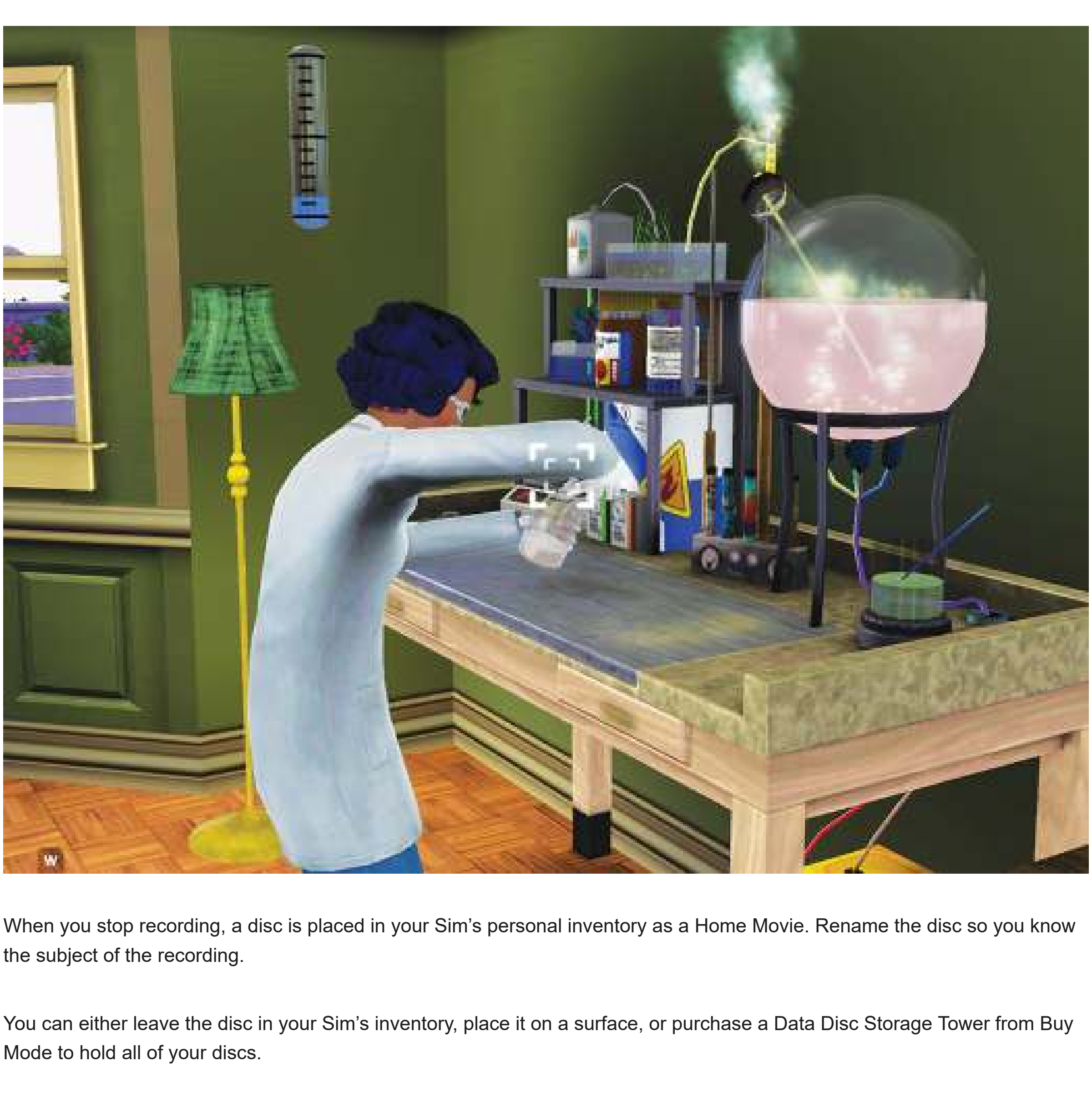
Video Cameras

Inside The Sims 3 Generations, there is a new object your Sims can use to record memories: a video camera. Purchase a video camera from Buy Mode (it's in the Electronics collection) and then place it either on the lot in a central place or in a Sim's personal inventory.

When you want to capture an activity on tape, select the video camera and choose to record. Your Sim pulls out the video camera and then the screen switches to a view finder.

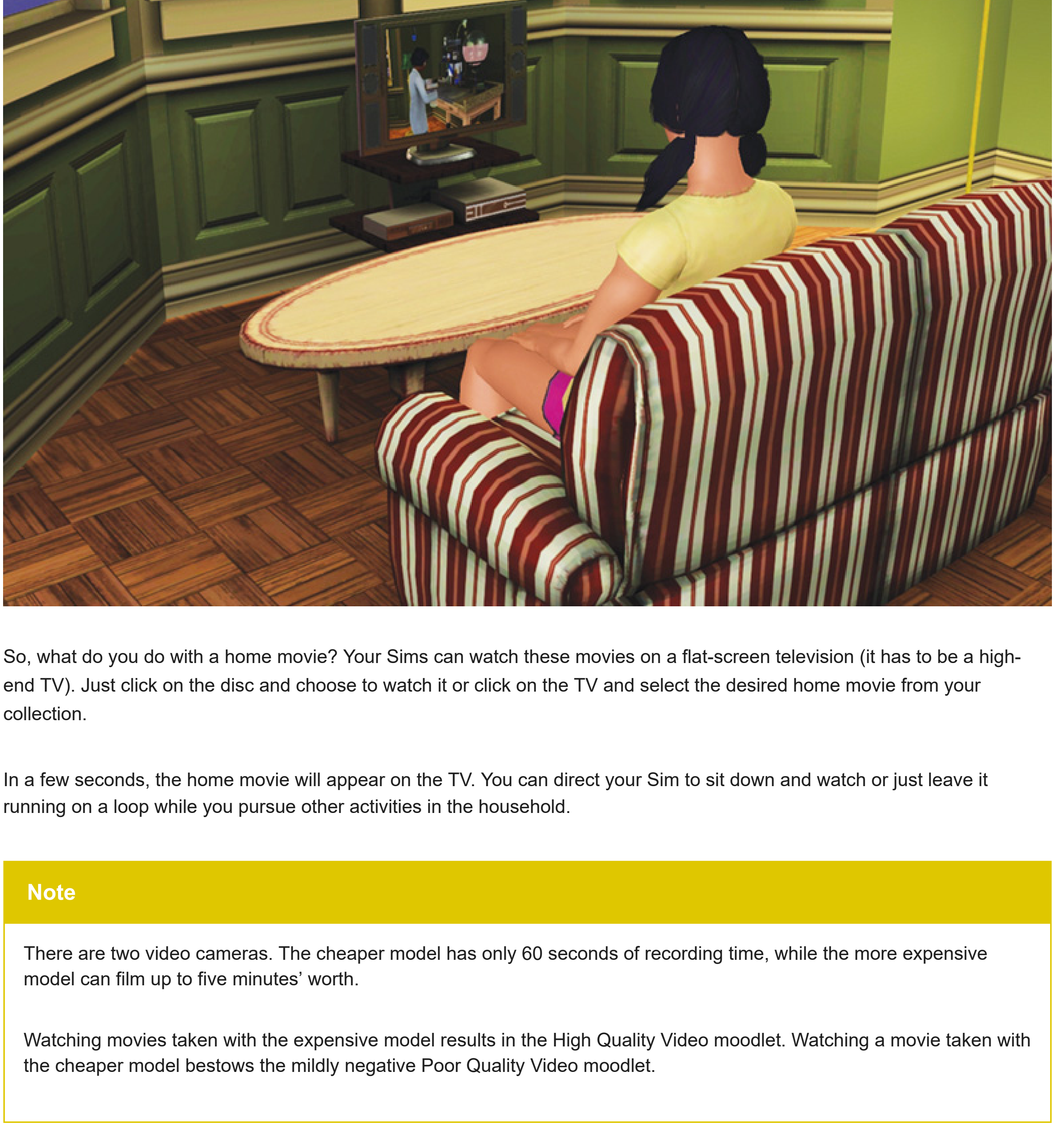
Use your mouse to focus on the desired activity and then press C to start recording. When the red light is blinking in the screen's lower-right corner, the camera is recording.

You have just several seconds of recording space, so be mindful of your time.



When you stop recording, a disc is placed in your Sim's personal inventory as a Home Movie. Rename the disc so you know the subject of the recording.

You can either leave the disc in your Sim's inventory, place it on a surface, or purchase a Data Disc Storage Tower from Buy Mode to hold all of your discs.



So, what do you do with a home movie? Your Sims can watch these movies on a flat-screen television (it has to be a high-end TV). Just click on the disc and choose to watch it or click on the TV and select the desired home movie from your collection.

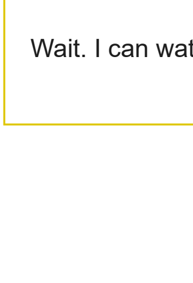
In a few seconds, the home movie will appear on the TV. You can direct your Sim to sit down and watch or just leave it running on a loop while you pursue other activities in the household.

Note

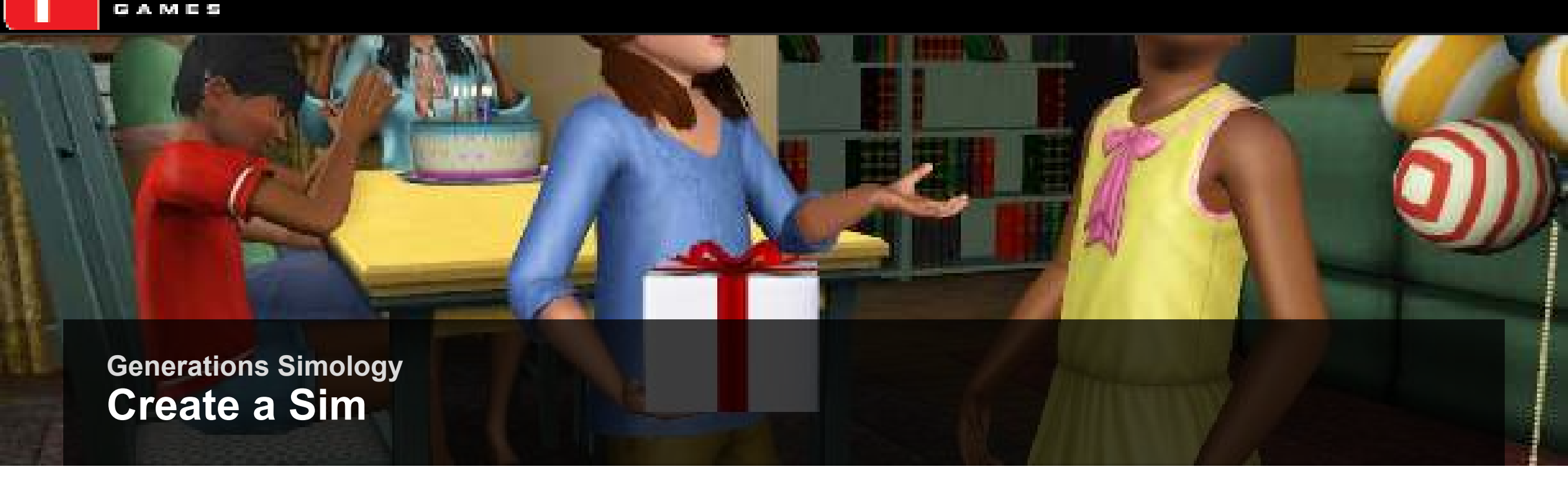
There are two video cameras. The cheaper model has only 60 seconds of recording time, while the more expensive model can film up to five minutes' worth.

Watching movies taken with the expensive model results in the High Quality Video moodlet. Watching a movie taken with the cheaper model bestows the mildly negative Poor Quality Video moodlet.

Brownie Bites



Wait. I can watch a Sim watch another Sim on a TV potentially watching another Sim? So meta.



Generations Simology

Create a Sim

"It is only to the individual that a soul is given." —Albert Einstein

If you decide to create a new Sim in Generations, you will discover a handful of changes to the Create a Sim toolkit of the original The Sims 3 base game.

There are multiple new options, such as tattoos and body hair, astrological signs, and new traits.

Tip

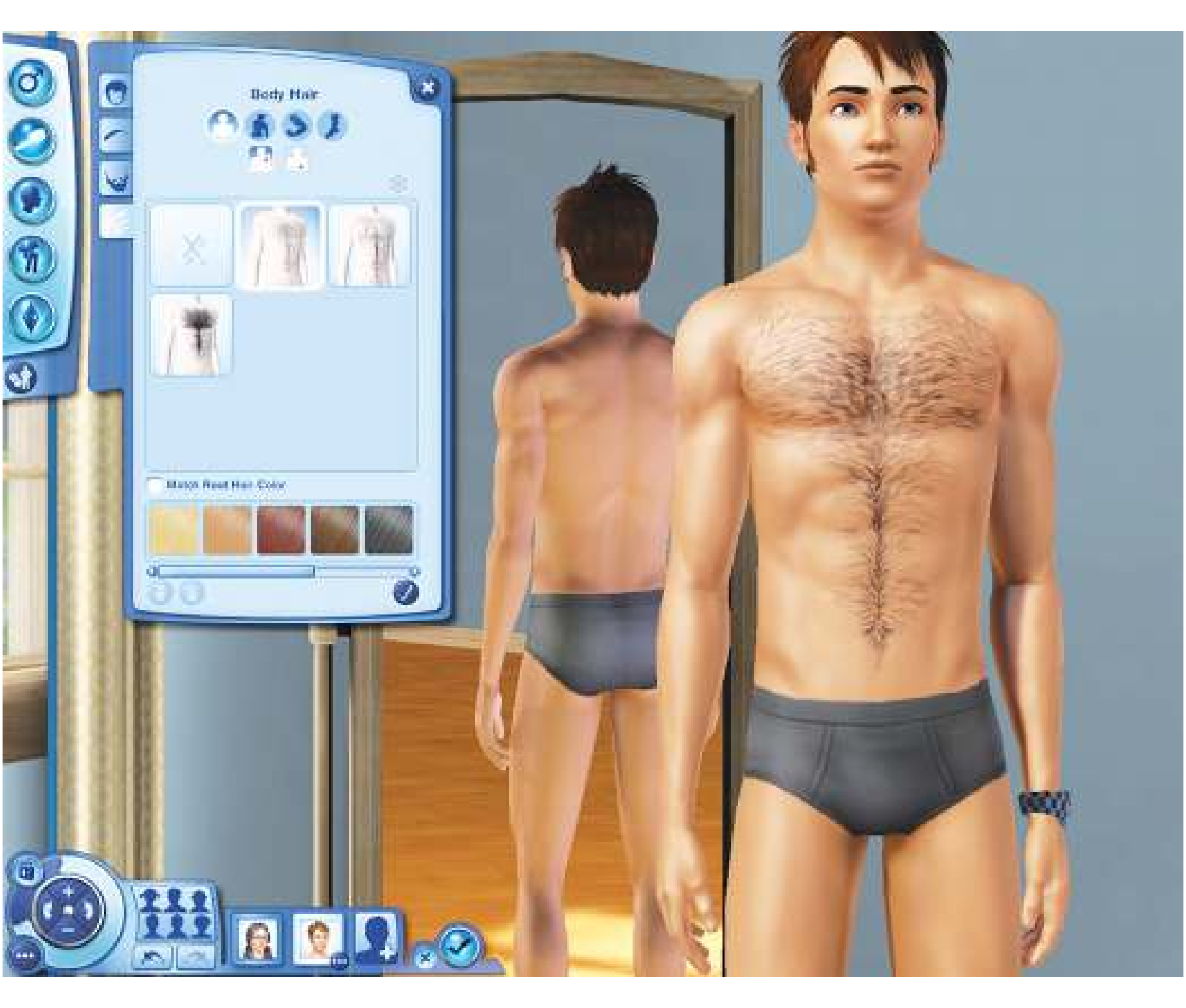
For the full rundown on making a Sim in the Create a Sim tool, see the Creating a Sim chapter in The Sims 3 guide.

Appearance

Tatoos

Getting some ink done has been carried over from the Ambitions expansion pack. See the Ambitions guide for full details.

Body Hair



Male Sims are no longer hairless wonders. Now you can add body hair via a tab in the Looks section. When you click on the tab, you select which part of the body you want to graft hair to: chest, back, arms, legs.

Then, choose the thickness of the hair. Do you want a grizzly bear or just a cropdusting of fuzz? Finally, select the color of the hair—or just match it to the root hair color for uniformity.

Bear alert!

Breast Size

Generations also allows you to adjust the size of a female Sim's, uh, womanhood. Inside the Looks tab, you can manipulate a slider bar to alter the breast size of your Sim. This does not affect clothing choices, social status, or romantic appeal.

Astrological Signs

When crafting your Sim's personality, you now assign an astrological sign. You can select from the 12 familiar signs of the zodiac.

This is as close as you can get to setting an actual birthday for your Sim, because these signs are associated with time periods on this side of the screen, although Sims operate on a far different calendar than we do.

The 12 zodiac signs are:

Aries	Taurus	Gemini
Cancer	Leo	Virgo
Libra	Scorpio	Sagittarius
Capricorn	Aquarius	Pisces

The zodiac signs do not have a direct effect on a Sim's personality. There is no horoscope that uses signs to determine behavior. (That's what your mouse is for.) But it does give Sims an extra thing to talk about.

Sims can use a new flirty What's Your Sign social to try to learn a potential paramour's astrological sign.

If the other Sim deigns to share, this information is stored on that Sim's relationship entry in the Relationship tab of the Status panel. If the other Sim has a compatible sign, you both receive a small relationship boost. These are the compatible signs:

Aries: Leo, Sagittarius, Gemini, and Aquarius
Taurus: Virgo, Capricorn, Cancer, and Pisces
Gemini: Libra, Aquarius, Aries, and Leo
Cancer: Scorpio, Pisces, Taurus, and Virgo
Leo: Aries, Sagittarius, Gemini, and Libra.
Virgo: Taurus, Capricorn, Cancer, and Scorpio
Libra: Gemini, Aquarius, Leo, and Sagittarius
Scorpio: Cancer, Pisces, Virgo, and Capricorn
Sagittarius: Leo, Aries, Libra, and Aquarius
Capricorn: Virgo, Taurus, Scorpio, and Pisces
Aquarius: Libra, Gemini, Sagittarius, and Aries
Pisces: Scorpio, Cancer, Capricorn, and Taurus

New Clothes

Like all The Sims 3 expansion packs, Generations includes several closets worth of new clothes for Sims of each gender. Browse through Create a Sim to check out the new duds, from prom dresses to cardigan sweaters.

Traits

Generations introduces two new traits: Nurturing and Rebellious. Vehicle Enthusiast is not exactly new—it's been brought over from Late Night—but is new if you do not have that expansion pack.

Caution

Focusing on a set of traits to support a career or new skill is great for that particular goal, but it comes at a cost. Your Sims are defined more by what they do rather than who they are.

Nurturing

Description: Nurturing Sims are great with children and teens. They understand the joys and difficulties of growing up and are instinctively well prepared to take care of them.

Benefits: Nurturing Sims gain LTR faster with non-adult Sims such as teens and children.

As a result, their socials with younger Sims, such as scolding or directing to do homework, are more successful. Admonishments and punishments also result in fewer tantrums from the targeted young Sim.

Shortcomings: None

Unique Features: The trait cannot be paired with Dislikes Children.

Rebellious

Description: Rebellious Sims take special pride in putting it to the man. Causing trouble (and getting out of it) is their specialty! Whether they're out after curfew or telling their boss they've had it, they'll no doubt take extra pleasure in it.

Benefits: If a Rebellious Sim writes a Satire novel, they earn additional royalties. Rebellious Sims get the Fight the Power (positive) moodlet after completing the following pranks, socials, or interactions:

-Copy Homework
-Get Tattoo
-Hack
-Sabotage
-Smash Dollhouse
-Sneak into VIP Area (Late Night EP-only)
-Set Burglar Free
-Slap
-Mastermind Plot
-Bar Brawl (Late Night EP-only)
-Bribe
-Plant Stink Bomb
-Throw Eggs
-Ding-Dong Ditch
-Make Inappropriate Forum Post
-Fight

Shortcomings: Rebellious Sims are hit with the negative Sell-Out moodlet for the following actions or **socials:**

-Get Tattoo Removed
-Beg for Job Back
-Disapprove of Criminals
-Suck Up (career tone)
-Grovel to Leader (career tone)
-Do Boss' Paperwork (career tone)
-Run Errands for Superior (career tone)

Unique Features: Rebellious child and teen Sims have a lower chance of getting caught while pulling a prank or being out after curfew. Rebellious Sims love to ride motorcycles; for doing so, they receive the Rebel Ride positive moodlet.

Vehicle Enthusiast

Description: Vehicle Enthusiasts enjoy the craftsmanship of a fine ride and know the value of a dependable vehicle. Their relationship with their vehicles is a special one.

Benefits: Vehicle Enthusiasts get a charge out of nice wheels. Park them in a sweet ride for a mood boost.

Shortcomings: None

Unique Features: These Sims name their car and they gain a positive relationship with their car more quickly than other Sims. This trait can also affect the potential for a car-related midlife crisis.

Generations Simology

Wants & Desires

Seeking happiness is the ultimate goal of most Sims—although there will undoubtedly be a few who relish their own misery... or making sure Sims around them are miserable.

You will get the most out of The Sims 3, though, by generating pleasure.

To do this, you need to understand the smartest and easiest ways to deliver your Sims' dreams, such as helping them build families, pull pranks, or seek out new exciting opportunities.

Moodlets

Tip

For a full discussion of moodlets, see the "Moodlets" section of the Simology chapter in The Sims 3 guide.

In general, you want your Sims to enjoy positive moodlets so that they keep banking Lifetime Happiness points.

Generations adds some new moodlets for your Sims to experience, to complement the new traits, interactions, objects, and socials.

Positive Moodlets

Moodlet	Description	Mood Effect	Duration (in Min.)
Great Trip	Adult Sim came back from a fun trip.	5	180
Proud Sibling	Sim's sibling has just graduated from school!	5	14400
Barely Fulfilled	Sim completed a Midlife Crisis… but just barely.	10	14400
Cavernous Adventure	Sim just had a good time exploring the old mausoleum.	10	240
Covered in Nectar	Sim was sprayed with nectar at a party.	10	180
Gently Floating	Sim is sleeping in a cool Hover Bed (Lifetime Reward).	10	Variable
Had a Good Stroll	Little Sim had a good time riding around in a stroller.	10	180
I Graduated!	Sim graduated from high school.	10	14400
Faithful	Sim has the Faithful romantic reputation.	10	variable
Imaginary Friend Turned Real	Sim's Imaginary Friend was just turned real via potion or opportunity.	10	360
Pranked Positive	Target Sim thought the prank was kind of funny.	10	60
Proud Grandparent	Sim's grandchild graduated from high school.	10	14400
Proud Parent	Sim's child graduated from high school.	10	14400
Rebel Ride	Rebellious Sim just took a motorcycle ride.	10	90
Saw Great Opera	Received from seeing an opera while on a field trip.	10	240
Saw Wonderful Ballet	Received from seeing a ballet while on a field trip.	10	240
Fight the Power	Rebellious Sim just completed a rebellious wish or action.	15	120
Had Good Dream	Sim had a good dream.	15	120
Meter High Club	Sim just WooHoo'd in a Hover Bed.	15	120
Romance Under the Stars	Sim watched the stars outside for a while.	15	480
Successful Prank	Sim pulled off a great prank.	15	720
Eternally Faithful	Sim has the Eternally Faithful romantic reputation.	20	variable
Cuddle Time	Young Sim cuddled with their special doll.	20	300
Dino Rampage	Sim smashed the dollhouse while wearing the dinosaur costume.	20	180
Dream Come True	Sim completed a Midlife Crisis.	20	240
Fantastic Tea Party	Child Sim is having a fun tea party.	20	240
Feeling Alive!	Sim completed a Midlife Crisis wish by driving an expensive car.	20	60
High Quality Video	Sim watches a home movie made with the expensive video camera.	20	variable
King/Queen for a Day	Child Sim uses the Preside Over Royal Court interaction.	20	240
Parents' Blessing	Sim receives permission for marrying after using Ask for Hand on a parent.	20	14400
Pleasantly Fulfilled	Sim finished a Midlife Crisis wish.	20	14400
Received Flowers	Sim received flowers from another Sim.	20	120
Scuba Adventure	Sim just got back from a fun scuba trip.	20	240
Valedictorian	Sim graduated high school at the top of their class.	20	14400
Went for Joyride	Use the Go for a Joyride interaction.	20	240
Prom King	Sim voted king of the prom court.	30	720
Prom Queen	Sim voted queen of the prom court.	30	720
Supremely Fulfilled	Sim completed Midlife Crisis with excellent results.	30	14400
Snuck Out!	Sim is sneaking out while grounded.	30	variable

Neutral moodlets

Moodlet	Description	Mood Effect	Duration (in Min.)
Having a Midlife Crisis	Sim is in the middle of dealing with Midlife Crisis wishes.	0	variable
Instant Handiness	Sim drank the Handy-inducing potion, Radical Repairum.	0	60
Remembering	Sim is remembering another Sim by watching them on a video.	0	720
Teen Mood Swing	Teen Sim is suffering from a mood swing.	0	960
Temporarily Undead	Sim drank the Ghost Potion.	0	180
Turbo Sleep	Sim drank the Sleeping Elixir potion.	0	480

Negative moodlets

Moodlet	Description	Mood Effect	Duration (in Min.)
Denied	Sim got denied for a dance.	-50	240
Ditched!	Sim's dated ditched them at the dance!	-50	240
Grounded	Sim was grounded by his/her parents.	-30	2880
Missing Appointment	Sim is missing an important appointment.	-30	120
Got in a Fight	Sim got in a fight at the dance.	-20	240
Got Put in Time Out	Sim was put in a time-out by parents.	-20	60
Having a Midlife Crisis (with Promise)	When a Midlife Crisis wish is promised, this negative moodlet settles in.	-20	variable
Privileges Revoked	Sim's privileges have been revoked as part of a punishment.	-20	1440
Caught Pranking	Sim was caught mid-prank.	-15	180
Admonished	Sim was admonished as part of a punishment.	15	180
Horrified Sleep	Sim had a terribly bad dream.	-15	180
Sell Out	Rebellious Sim gets this moodlet when performing a decidedly un-rebellious activity (see the trait section).	-15	120
Where Are My Gifts?	Given when Sim doesn't get a present by the end of the Spoiled moodlet.	-15	240
Being Ignored	Happens when Sim is physically close to a Sim that is snubbing them.	-10	variable
Bridal Monster	Female Sim about to get married suffers a bad bachelorette party.	-10	180
Groomzilla	Male Sim about to get married suffers a bad bachelor party.	-10	180
Poor Quality Video	Happens while watching a video from the cheaper video camera.	-10	variable
Prank Backfire	Less cautious pranksters will soon learn their lesson when a prank backfires on them!	-10	60
Pranked (Negative)	Target of prank doesn't see the humor in the "joke."	-10	60
Slipped	Sim slips while on the water slide.	-10	10
Spoiled	If a child Sim receives a lot of gifts, they get this negative moodlet.	-10	960
Got in Trouble	Sim got in trouble with their parents.	-5	variable

Wishes

Tip

Wishes are covered in the "Wishes" section of the Simology chapter in The Sims 3 guide

Remember that fulfilling wishes is a great way to bank Lifetime Happiness points.

The new wishes of Generations are split across multiple categories—career, skill, social, object, rebellious, and midlife crises.

Wishes Chart

Wish	Description
Accuse a Sim of Cheating	Your Sim's instincts are telling him/her that a certain someone is a rotten cheater in the romantic realm! He/she wants to get in another Sim's face and Accuse them of Cheating.
Ask a Sim to Make a Toast	Giving a toast is an opportunity for a friend to grab the spotlight and share a word of congratulations. Your Sim wants to Ask another Sim to Make a Toast.
Ask a Sim to Prom	Take a deep breath, wipe off those sweaty palms, clear your Sim's throat, and summon up his/her courage! Your Sim wants to find that special Sim and Ask them to the Prom.
Ask for Bedtime Story	A good story read by a soothing voice makes the journey to dreamland so much smoother. Your Sim wants to Ask another Sim for a Bedtime Story.
Attack Sim with the Claw	A silly sneaky attack on a toddler is a fun way to tease them and give them cute kiddie giggles! Your Sim wants to Attack a toddler with the Claw.
Attend Prom	Prom is a night to remember for high school students, filled with limos and uncomfortable formalwear. Your Sim wants to Attend Prom. Don't forget to find a date!
Attend Prom with a Sim	Attending Prom with the date of your Sim's choice makes for an extra special night spent swaying to slow music amidst a sea of corsages and cummerbunds. Your Sim wants to enjoy Prom with another Sim.
Boast About Grandchildren to a Sim	No Sim is the equal of your Sim's grandchild, and the world needs to know! Your Sim wants to Boast About Grandchildren to another Sim.
Cut the Wedding Cake	It's traditional to celebrate the union of two Sims with a slice of wedding cake! Your Sim wants to commemorate the nuptials and Cut the Wedding Cake.
Discover a Potion	The act of scientific discovery is a thrilling journey into the realm of undiscovered knowledge. Your Sim wants to Discover a Potion using the Catalyst Chemistry Lab Station. Eureka!
Discover All Potions	Setting a lofty goal fuels ambition and can lead to great achievements! Your Sim wants to stretch his/her scientific knowledge and Discover every Potion on the Catalyst Chemistry Lab Station.
Enroll a Sim at the Dribbledine Sports Academy	For a child to achieve their best, they need to be in an environment that suits their particular needs. Your Sim wants to Enroll a child in a certain type of Boarding School using the phone or the computer.
Enroll a Sim at the School of Peace and Love	For a child to achieve their best, they need to be in an environment that suits their particular needs. Your Sim wants to Enroll a child in a certain type of Boarding School using the phone or the computer.
Enroll a Sim in Boarding School	A Boarding School is a nurturing academic environment where kids can be protected from the negative influences of the outside world. Your Sim wants to enroll a child in Boarding School using the phone or the computer.
Enroll a Sim in Fort Starch Military School	For a child to achieve their best, they need to be in an environment that suits their particular needs. Your Sim wants to Enroll a child in a certain type of Boarding School using the phone or the computer.
Enroll a Sim in LeFromage Art School	For a child to achieve their best, they need to be in an environment that suits their particular needs. Your Sim wants to Enroll a child in a certain type of Boarding School using the phone or the computer.
Enroll a Sim in Smuggsworth Prep School	For a child to achieve their best, they need to be in an environment that suits their particular needs. Your Sim wants to Enroll a child in a certain type of Boarding School using the phone or the computer.
Flirt with a Party Dancer	A little innocent flirting never hurt anyone, right? Your Sims wants to Flirt with a Party Dancer.
Forgive Child	Kids cause trouble sometimes, but a parent can't stay angry at the child forever! Your Sim wishes to forgive his/her child.
Give Gift	Giving a gift is a thoughtful gesture that touches the heart of the recipient. Your Sim wants to Give a Gift to another Sim. Make sure the gift is in your Sim's inventory!
Give Gift to a Sim	Giving a gift is a thoughtful gesture that touches the heart of the recipient. Your Sim wants to Give a Gift to another Sim. Make sure the gift is in your Sim's inventory!
Go for a Stroll Using the Stroller	A leisurely walk about town with the Stroller is a great way to enjoy the open air with the baby. Your Sim wants to go on a Stroll using the Stroller.
Go for a Stroll with a Sim	A leisurely walk about town with the Stroller is a great way to enjoy the open air with the baby. Your Sim wants to go on a Stroll with another Sim.
Go for Joyride	The power of imagination can transform a boring piece of living room furniture into a wild ride! Your Sim wants to go for a Joyride on a sofa or loveseat.
Go on a Field Trip	A field trip is an adventure that opens young minds to possibilities beyond their everyday lives. Your Sim wants to Go on a Field Trip. Wait for the Field Trip to be available at school, then get your Sim's permission slip signed!
Go on a Submarine Adventure	An imaginary underwater adventure turns boring bathtime into super fun times! Your Sim wants to go on a Submarine Adventure in the bathtub.
Harass a Sim	Cane-wielding elders don't get the respect they deserve! Your Sim wants to show another Sim that he/she won't take their guff by Harassing them with him/her Cane.
Harass the World	Your Sim has a list of grievances against the world that he/she wishes to spout off. Grab your Sim's cane and give everyone a piece of his/her mind by Harassing the World.
Host a Tea Party	Hosting an elegant imaginary party is a sophisticated way to play away the afternoon! Your Sim wants to Host a Tea Party with his/her stuffed bear. Make sure teddy lifts its finger when sipping from the tea cup!
Kiss a Party Dancer	Your Sim is caught up in the Bachelor/Bachelorette Party excitement and is feeling frisky! Kissing a Party Dancer will get the energy out of his/her system. Don't worry, your Sim is sure that his/her future spouse will never find out!
Learn to Drive	For teenagers, learning to drive is a major step towards adulthood and total freedom from their parents. Your Sim wants to Learn to Drive by Asking an adult for help.
Let a Sim Ride a Spring Rider	Kids love playground rides, but sometimes they need a boost up onto the seat! Your Sim wants to help a kid out and Let them Ride a Spring Rider.
Make a Bladder Flow Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make a Bladder Flow Potion on the Catalyst Chemistry Lab Station.
Make a Ghost Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make a Ghost Potion on the Catalyst Chemistry Lab Station.
Make a Liquid Horror Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make a Liquid Horror Potion on the Catalyst Chemistry Lab Station.
Make a Mood Enhancer Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make a Mood Enhancer Potion on the Catalyst Chemistry Lab Station.
Make a Ninja Vanish Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make a Ninja Vanish Potion on the Catalyst Chemistry Lab Station.
Make a Potion	Mixing and stirring different combinations of solutions in hopes of preparing a potion is an exercise for the brain! Your Sim wants to Make a Potion on the Catalyst Chemistry Lab Station.
Make a Radical Repairum Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make a Radical Repairum Potion on the Catalyst Chemistry Lab Station.
Make a Sleeping Elixir Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make a Sleeping Elixir Potion on the Catalyst Chemistry Lab Station.
Make a Stink Juice Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make a Stink Juice Potion on the Catalyst Chemistry Lab Station.
Make a Young Again Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make a Young Again Potion on the Catalyst Chemistry Lab Station.
Make an Imaginary Friend Metamorphum Potion	Experimenting with potions is an adventure of discovery into the wonders of science. Your Sim wants to Make an Imaginary Friend Metamorphum potion on the Catalyst Chemistry Lab Station.
Name Imaginary Friend	Your Sim has been spending a lot of time with a special buddy and thinks they deserve a special name. He/she wants to Name his/her Imaginary Friend.
Pillow Fight with a Sim	Let the feathers fly! Your Sim wants to engage in a cushy battle with another Sim. Make sure your Sim is on a Residential lot, and Ask a Sim to Pillow Fight.
Play Hopscotch	Skipping and hopping around a playground court is a great way to spend the afternoon. Your Sim wants to Play Hopscotch.
Play Hopscotch with a Sim	Playing Hopscotch is a jumping good time, but bouncing by oneself can get lonely. Your Sim wants to Play Hopscotch with another Sim.
Play in a Costume	Costume playtime is a magical journey of creative adventure to a far-away land. Your Sim wants to Play in a Costume from a Costume Chest.
Play in Treehouse	A Treehouse is an elevated hangout where a kid can enjoy a personal playtime sanctuary! Your Sim wants to Play in a Treehouse.
Play in Treehouse with a Sim	A Treehouse is a fortress of fun that's a lot more fun to enjoy with friends! Your Sim wants to Play in a Treehouse with another Sim.
Preside Over Royal Court	The king/queen has something to say, and his/her subjects must listen to his/her proclamations. Your Sim wants to Preside over the Royal Court at the dining table.
Read a Sim to Sleep	A soothing bedtime story is a certain way to make the little ones shut their eyes for sleep. Your Sim wants to Read another Sim to Sleep.
Remove a Sim from Boarding School	Boarding School isn't the right environment for everyone. Sometimes it just doesn't work out! Your Sim wants to remove a child from Boarding School using the phone.
Ride a Spring Rider	Cruising on a playground ride is a total thrill for any kid! Your Sim wants to ride a Spring Rider.
Share Secret	Keeping a juicy secret to oneself would weaken the resolve of even the strongest Sim. Your Sim wants to spread the gossip and Share a Secret.
Share Secret with a Sim	Sharing a secret with another Sim makes them feel special and worthy of trust. Your Sim thinks a particular Sim would enjoy a juicy piece of gossip and wants to Share a Secret.
Sign a Sim Up for an After School Activity	Parents everywhere know that a busy kid is a happy kid! Your Sim wants to nurture a child's interests and Sign them up at the school or on the computer for an After School Activity.
Sign Up for an After School Activity	An After School Activity is a great way for youngsters to make friends and engage in some edutainment. Your Sim wants to Sign Up at the school or on the computer for an After School Activity.
Sing to Imaginary Friend	It's fun to share a special song with a special friend! Your Sim wants to Sing to his/her Imaginary Friend.
Sleep on Bottom Bunk	It's well known that the bottom bunk is where it's at. With its proximity to the floor, it offers easy-in, easy-out convenience! Your Sim wants to keep it low and Sleep on the Bottom Bunk.
Sleep on Top Bunk	Everyone knows that the top bunk is the best! Not only do you get to climb a ladder, but it feels like you're sleeping in the air. Your Sim wants to take the high ground and Sleep on the Top Bunk.
Slide on a Water Slide	Skidding down a waterlogged piece of plastic is a great way to spend a hot afternoon! Your Sim wants to Slide on a Water Slide.
Slide on a Water Slide with a Sim	A watery slide is always a romp, but enjoying it with a friend doubles the fun! Your Sim wants to Slide on a Water Slide with another Sim. Start sliding and ask a friend to join the fun!
Sneak Out	Being grounded by the parental units is a total drag. Who are they to tell your Sim what he/she can and can't do? Your Sim wants to Sneak Out of the house. Make sure your Sim isn't noticed by his/her parents!
Spray Fizzy Nectar at a Sim	Drenching another Sim in festive liquid is a damp way to celebrate the pre-nuptial moment! Your Sim wants to pop the cork and Spray Fizzy Nectar at another Sim.
Talk About Imaginary Friend	Your Sim has been hanging out with a very important friend and wants to tell everyone about it. Your Sim wants to Talk about his/her Imaginary Friend.
Teach a Sim to Drive	Learning to drive is an important skill that will serve a teenager for their lifetime. Your Sim wants to encourage a teenager on the path towards adulthood and Teach them to Drive.
Tell Sim about Someone Cheating on Them	It's tough to break someone's heart, but it's better if they know the truth. Your Sim wants to Tell another Sim that someone is Cheating on them.
Throw a Bachelor/Bachelorette Party	A Bachelor/Bachelorette Party is one last hurrah before entering in a life of marital "bliss." Your Sim wants to celebrate the end of his/her single life by Throwing a Bachelor/Bachelorette Party.
Throw a Slumber Party	A Slumber Party is the highlight of a kid's life: an indulgent night of fun, staying up past their bedtime giggling with friends. Your Sim wants to Throw a Slumber Party using the phone.
Throw a Teen Party	The parents are out of town and your Sim has the house to his/herself. He/she wants to take advantage of his/her unsupervised freedom and Throw a Teen Party. Call up your Sim's closest friends and see who shows up!
Throw Eggs at a Sim's House	"Egging" is a classically slimy prank that leaves the victim with a sulfur-scented mess. Your Sim wants to pull an eggscellent practical joke and Throw Eggs at another Sim's house.
Turn Imaginary Friend Real	That special friendship doesn't have to end after the childhood years. It can continue through the adult years as well! Your Sim wants to Turn his/her Imaginary Friend Real. Wait for an opportunity to show up or Make an Imaginary Friend Metamorphum potion on the Catalyst Chemistry Lab Station.
Watch the Stars with a Sim	Enjoying the majesties of the universe is a great way to spend a romantic night with that special Sim. Your Sim wants to Watch the Stars with another Sim.
Wear a Costume	Putting on a costume fuels juvenile imaginations and takes youngsters off to a land of make-believe. Your Sim wants to Wear a Costume from a Costume Chest.
Win a Game of Hopscotch	Playing a game of Hopscotch is a lot of fun, but winning is even better! Your Sim has dreams of taking a victory lap around the Hopscotch course and wants to Win a Game of Hopscotch.
WooHoo in Treehouse with a Sim	A natural habitat is an excellent place to enjoy a little romantic rendezvous. Your Sim wants to WooHoo in a Treehouse with a certain Sim.
Write Thank You Letters	When someone sends you a wedding gift, it's nice to acknowledge the gesture and express your gratitude. Your Sim wants show appreciation for wedding gifts by Writing Thank You Letters from the Mailbox.

Rebellious Wishes

Teenagers and Sims with the Rebellious trait have a special class of wishes. These wishes appear with a purple background. Satisfying a Rebellious wish can result in a big mood boost and a Lifetime Happiness points payout, but these wishes also come with the risk of punishment or other punitive measures. Rebellious Wishes

Wish	Description
Plant Stink Juice	Stink Juices are a smelly surprise of malodorous smoke for any Sim unfortunate enough to encounter one. Your Sim wishes to Plant a Stink Juice.
Prank the School	One of the favorite pastimes of underage deviants is causing nighttime mischief at school. Your Sim wishes to go to school after hours and Pull a Prank.
Pull a Prank	Pranks are mischievous fun for children and teens alike! Your Sim is looking for trouble and wishes to Pull a Prank. Look for a household object to Booby Trap, or pull a Prank at school or a neighbor's home.
Set a Booby Trap	A Booby Trap turns an ordinary object into an unexpected ambush of hilarity! Your Sim wants to plant a surprise for another Sim by Setting a Booby Trap on a household object.
Snub a Sim	Um, like, that Sim is totally beneath your Sim's notice. Why should he/she even bother talking to them? Your Sim wants to Snub another Sim.

Midlife Crisis Wishes

When young adult Sims transition to adult, there is a chance they will develop a Midlife Crisis. These are special wishes that can help them retain their youthful demeanor as well as bank a considerable number of Lifetime Happiness points. Midlife Crisis wishes appear with a magenta background.

Midlife Crisis wishes cannot be easily cancelled once promised. In fact, the longer you maintain an unfulfilled Midlife Crisis wish, the worse your Sim's mood turns. That's the danger of accepting a Midlife Crisis wish, although there's always the chance of a big reward.

Tip

Want to rid your Sim of the Midlife Crisis? Well, there is an escape clause. Just click on the hospital and send the Sim into therapy. After a little therapy, the Midlife Crisis wish vanishes.

Note

Some existing The Sims 3 wishes such as wanting a new car are rolled into the new Midlife Crisis wishes.

Midlife Crisis Wishes

Wish	Description
Become Self-Employed	It's time for your Sim to forge his/her own path and become his/her own boss! Your Sim wants to build his/her own career by building up a Skill and Registering as Self-Employed at City Hall.
Dye or Cut Hair	A sharp new look can completely change one's outlook on life! Your Sim wants to revitalize his/her hair by dyeing or cutting it.
Get a Makeover	A makeover rejuvenates your Sim's appearance and gives him/her a refreshing glow! Your Sim wants to wipe away the signs of aging by Getting a Makeover at the Salon.
Grow Facial Hair	Developing a little facial hair adds a manly touch to one's visage. Your Sim wants to get hairy and Grow Facial Hair. Use a Mirror to Change your Sim's Appearance.
Move to a New House	A change of surroundings is just what your Sim needs to put a spring back in his/her step! Your Sim wants to Move to a new House using the computer.
Plan Outfit	Wearing a new outfit makes Sims feel good inside. Your Sim wants to Plan his/her outfit using a dresser. Walk tall and proud in those flashy new duds!
Spend X Simoleons Remodeling Home	Upgrading your Sim's home is an upgrade to his/her entire life. Your Sim wants to spend some money upgrading his/her home in Build/Buy mode.

Lifetime Rewards

Tip

For a full discussion of Lifetime Rewards, see the Simology chapter in The Sims 3 guide.

Basically, Sims gain Lifetime Happiness points by being in a great mood and fulfilling wishes. These points can be spent on Lifetime Rewards, which are a series of special skills, traits, and objects with unique properties. Here are all the new Lifetime Rewards found in Generations.

Lifetime Reward	Cost	Description
Fertility Treatment	§10,000	Increase your chances of conception as well as twins and triplets.
Hover Bed	§20,000	Sleep on a state of the art bed for super-slumber satisfaction.
Super Nanny	§25,000	Kids will be less likely to disobey Day Care Specialists and be easier to keep happy.
Inheritance	§30,000	Purchase this reward to receive a handsome inheritance from a long-lost relative.
Above Reproach	§35,000	Public displays of affection will go unnoticed by Sims around town.
Clone Voucher	§45,000	Redeem this voucher at the science facility to have a child-aged clone of your Sim join the household. Cannot purchase if household is full.
Age Freeze Potion	§65,000	The purchaser receives an Age Freeze potion that instantly stops the aging clock. They will never age up!
Young Again Potion	§70,000	The purchaser receives a Young Again potion that drops them back one age level, but no earlier than young adult.

The Clone Voucher lets you visit the science facility in your city and pick up a little clone with similar traits and behaviors. It's another way to have a child Sim without either conceiving or adopting.

Tip

Want to experience serious longevity? Try either of the new aging-related Lifetime Rewards—Age Freeze Potion or Young Again Potion—to fight back against the march of time.

The Hover Bed is a great source of easy positive moodlets. Just sleeping in it results in the Gently Floating moodlet. And if you can coax another Sim in a little WooHoo, you get the Meter High Club moodlet.

Note

The existing Clean Slate Lifetime Reward now affects your Sim's Romantic Reputation. This reward resets the rep and reduces romance visibility to zero. See the Romantic Reputation later in this chapter for more details.

Tip

The Inheritance Lifetime Reward can be purchased multiple times to rack up big bucks.

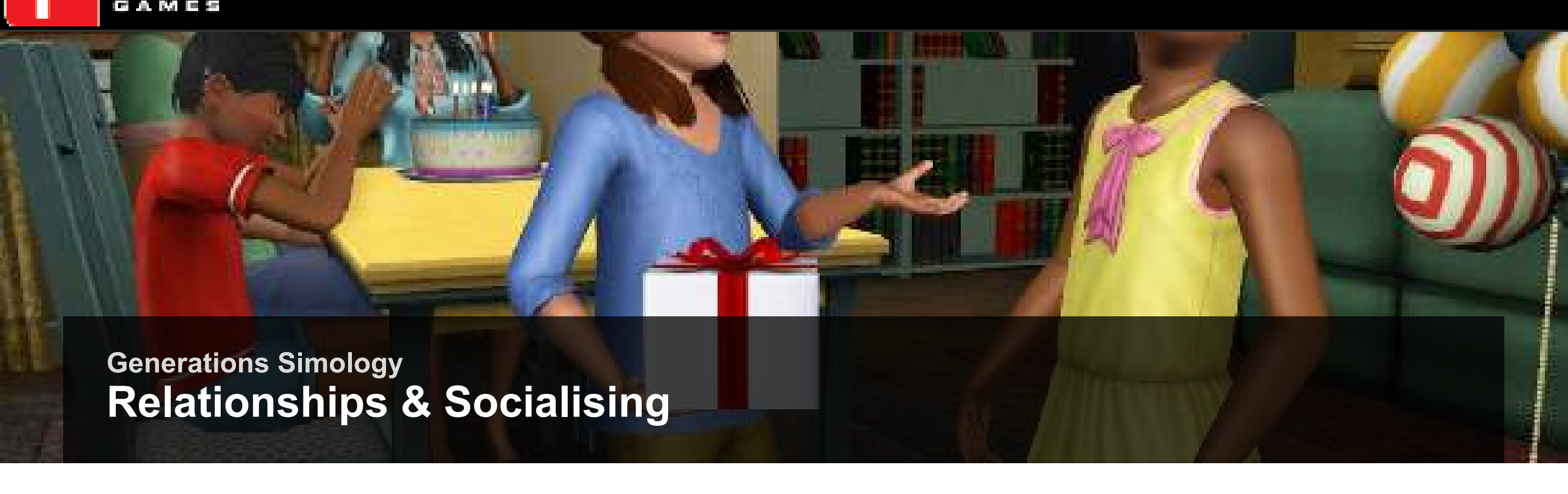
Opportunities

Tip

A full discussion of opportunities appears in the "Opportunities" section of the Simology chapter in The Sims 3 guide.

Remember that many opportunities are time sensitive. The rewards for completing opportunities include Simoleons, promotions, skill gains, and more. To track your active opportunities, use the Opportunity tab in the Status panel.

Opportunity	Description
The Art-a-thon	The Art Club is having an impromptu art-a-thon. It's a friendly competition for students to get together and create pieces in a certain amount of time. Winners get their paintings hung up and a really sweet painting by Lilly O'Houllihan. Does the Sim want to participate?
After School Reward Ceremony	An award ceremony is being held! It's a great opportunity for Sims to get together and celebrate all of the Sim's extracurricular activities. Trophies will be handed out, so be sure to attend.
All Strings Attached	The famous guitarist, Andres von Butterfingerz will be visiting for a few hours. He's going to sit in on Guitar Club and give a master class! The best prepared student will receive a signed record to hang on their wall. Does the Sim want to participate?
Badging Ceremony	It's time for the Sim and his/her loved ones to celebrate the hard work and good deeds he/she has been doing. Enjoy the ceremony and be proud!
Ballet Recital	It's time for the Sim to show off their graceful dance moves in the ballet recital! He/she has practiced hard and it's a great time for the family to enjoy the hard work! Just head on over at the appropriate time.
Captain Bandsaw	The Shop Club needs a captain, someone who can represent them well in any upcoming bridge building tournaments. Does the Sim want to try out for this spot by building an awesome bridge? There will also be an additional reward sculpture. Make sure he/she shows up with strong Handiness skills and in a good mood!
Lots of Drama	Lights, camera, action! The world famous actress Olivia Street will be visiting this week! She'll be holding a master class for all drama club students. The student who gives the best monologue will win a movie poster signed by hers truly! Does the Sim want to participate?
Old Ladies Crossing	A special event is being held! The scout who can help the most old ladies across the obstacle course will earn a unique badge signifying his/her aid to the elderly community! Does the Sim want to participate?
Presidential Debates	The Debate Team needs a president, someone who can represent them well in any upcoming debate tournaments Does the Sim want to debate for this position? Make sure he/she shows up with strong Logic skills and in a good mood!
Quest for the Lead	Try outs for the lead dancer in the upcoming recital are being held today! The winner will also receive a special trophy! Does the Sim want to participate?
Scavenger Hunt: Beetle Quest	The hip, young science teacher has decided to make learning more fun by holding a scavenger hunt. All students are being challenged to find specific beetles from around town and return them to the school. Anyone who completes the challenge will receive a reward!
Scavenger Hunt: Butterfly Bonanza	It's Insect Appreciation Week and the head of the science department has decided to hold a butterfly scavenger hunt for the students. Any child who can find all the required species and bring them to the school will get a cash reward!
Scavenger Hunt: Precious Materials	In an attempt to get kids excited about geology, the Rockhounding Club has sponsored a scavenger hunt to retrieve various gems and metals from around town. They're offering a cash prize to any kid who manages to collect them and bring them to the lab.
Scavenger Hunt: Rare Elements	The local geologists need some help from the community and are posing a challenge to all neighborhood children. They've identified some especially rare gems and metals that they'd like to study and have started a scavenger hunt to find them. Anyone who shows up with the requested items will collect a generous cash prize!
The Gossip Column	Newspaper Club doesn't have enough articles for the first issue of Student Gossip Weekly! Would the Sim like to show up for a few hours to write some articles? The student who writes the best articles will get a framed copy of the first issue.
The Muscle Hustle	The Sports Club is holding an event to promote health and fitness. Sims who compete should be fit and in good spirits! The winner gets a signed jersey once belonging to The Rocket Fuel's striker, Fernando Morales. Does the Sim want to participate?
When Dreams Come True	We here at your local science lab have taken notice of the Sim's tendencies to interact with an invisible being. Our readings have confirmed a unique energy source that we would like to bring to life. We need the Sim to send a Rainbow Gem so we can concoct a potion.



Generations Simology

Relationships & Socialising

Tip

See the Relationships and Aging chapter in The Sims 3 guide for a full explanation of the mechanics behind relationships and socializing.

New Socials

New Social	Circumstance Used
Admonish	Target is poorly behaved, pulled prank
Admonish Child	Target is poorly behaved child at day care
Apologize for Snubbing	Tell snubbed Sim "sorry"
Ask to Make Toast	At bachelor(ette) party
Ask to Remove Costume	If target has been wearing a costume for a long time
Ask to Look at Stars	Ask a Sim to go look at the stars (on date)
Be Frisky	Available after wedding ceremony for a short time
Beg for Forgiveness	Ask punishing Sim to release from punishment
Blame Prank on Imaginary Friend	Target wants to divert blame from prank
Clean Up for Me (to Imaginary Friend)	Ask Imaginary Friend to clean up a mess
Complain about Status Quo	Available to Sims with Rebellious trait
Forgive	Forgive child, release from punishment
Get Me a Snack (to Imaginary Friend)	Ask Imaginary Friend to fetch a quick snack from fridge
Go Play with Others	Tell child at day care to play with other kids
Leave Me Alone (to Imaginary Friend)	Ask Imaginary Friend to stop following
Peace Sign Salute	Sims who attended School of Peace and Love can use as greeting
Pillow Fight	Engage in a pillow fight with target Sim
Spray Fizzy Nectar	At bachelor(ette) party
Talk about Boarding School	Talk to another Sim about boarding school attended
Talk about Imaginary Friend	Talk to about Imaginary Friend
Talk about Problems	Available to Day Care Specialist with a Problem Child
Talk about Rebelling	Available to Sims with Rebellious trait

Snubbing

Snubbing is a new social that affects STC between teens, which in turn affects LTR. Teens can purposefully ignore another Sim with the new Snub social.

The Target of the Snub receives the Being Ignored negative moodlet and the Actor is actually unable to perform an interaction or social on the Target besides Snub.

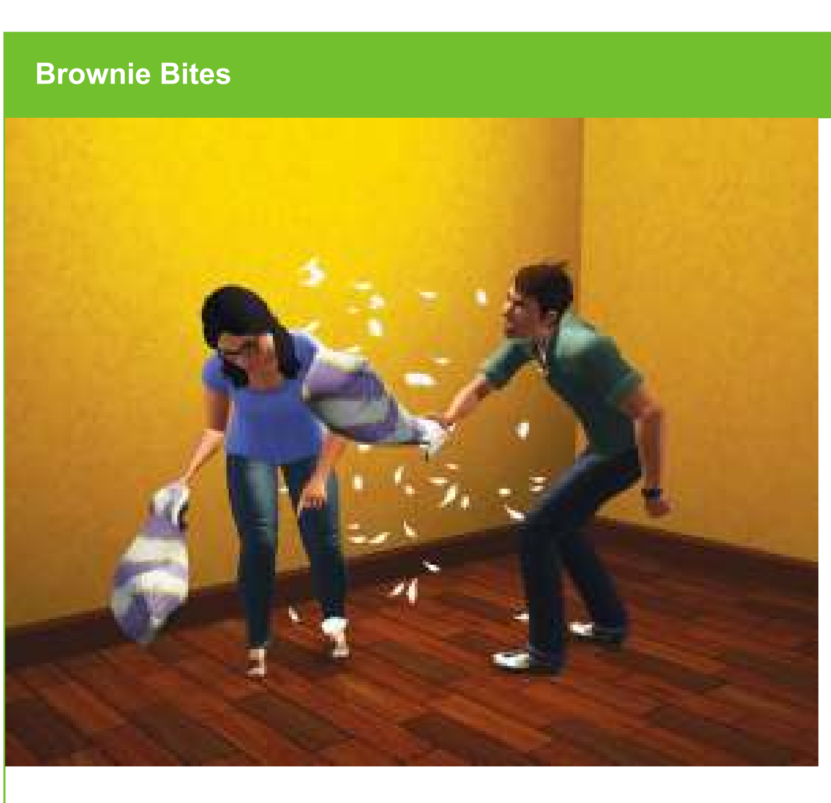
If the Target of the snubbing attempts socials, they are automatically refused and both Sims suffer from the Insulting STC.

There is a 24-hour cooldown period following a Snub in which no more interactions are available.

Snubbing can be affected by traits. A Mean Sim, for example, is more likely to snub another teen. A Good or Friendly Sim is less likely.

The Actor can use the Stop Snubbing to cease the horrible treatment.

Brownie Bites



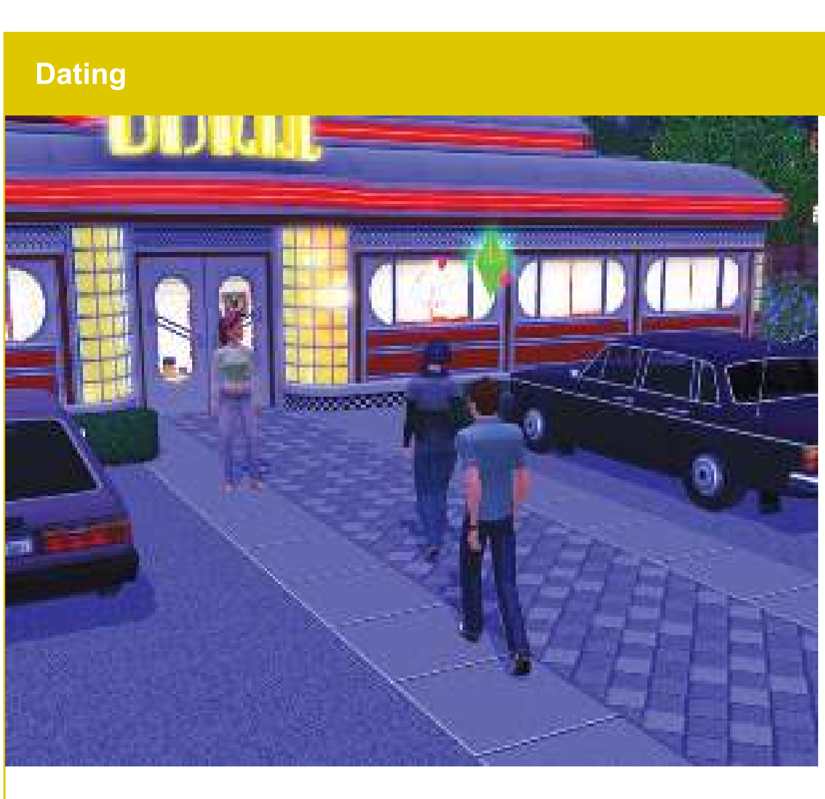
While not exactly a social, the new Pillow Fight interaction on another Sim not only raises STC and LTR, but it also satisfies the Fun need.

Grouping Up & Dating

Grouping up was introduced in Late Night, but is carried over into Generations—plus it has been augmented with an official "date" grouping that makes it easier for couples to participate in activities together.

For more about grouping up, see the Late Night guide

Dating



Going on a date with another Sim works similarly to grouping up. When you are on good terms with another Sim, click on him and ask him on a date.

If he accepts, hearts appear over each Sims' head as well as next to their portraits (if you have active control over each Sim).

Now, while dating, you can direct the pair to different locations around town, including venues such as restaurants where they disappear while eating.

If Sims you do not control get into an argument or have a bad conversation, one may exit the group. Non-player controlled Sims can also leave a group if they get very tired or discover they have to go to work soon.

Eventually, the group has to disband. Things like work or exhaustion tend to break up groups.

You can use Ask to Leave Group on specific Sims to thin the herd, but if you just need to leave, select your Sim and choose Quit Group.

You can also scatter the group entirely by choosing the Disband Group interaction on your Sim.

Note

Party Animal Sims ignore calls to go to work to remain with the group.

Enhanced Romance

Generations adds new a Romantic Reputation system, which can hound (or benefit) Sims throughout their lives, and a new visibility system that feeds into potential reputations. This expansion also enhances several aspects and introduces new features.

Flowers

There is a new way to express romance in Generations: giving flowers. Flowers are purchased at the supermarket venue, not found in the wild.

Once purchased, they are deposited in the buyer's inventory. Now, there are two things you can do with flowers. You can drag them out of your inventory and place them on a lot, which automatically puts them in a vase.

The other option is to give them to a Sim. If you are a stranger, this can easily result in an awkward moment. However, on a Sim with romantic potential or a Sim in which you have a romantic relationship, the STC is amorous and positive.

This automatically puts the Target in a romantic stance, which makes her more receptive to further romantic socials (or interactions, if you get our drift).

Tip

The Sim who received the flowers gets the Received Flowers positive moodlet.

Watch the Stars

You can use the new Watch the Stars social with a partner (or potential partner) outside.

This is an alluring social with flirty overtones, which means it can be rejected if you use it on a Sim with no interest.

If the social is accepted, the Sims go outside, lay out a blanket, and look up at the heavens, After an hour or so, both Sims enjoy the Romance Under the Stars moodlet.

Romantic Visibility

Generations introduces a new visibility system to romances. If you are in a committed relationship with another Sim, word gets out that you are taken.

This can affect not just how other Sims deal with you, but also with how a "taken" Sim's action can harm the existing relationship.

Visibility exists along two poles: Virtuous or Cheating. If the visibility is virtuous, that means the active Sim is not engaged in any other romances.

This is the default state of most relationships. The Cheating visibility occurs when a Sim steps out on a romantic partner.

Here's an example of how that works: Steve and Jenny are in an exclusive romantic relationship. Their visibility is Virtuous/Virtuous. However, let's say Steve decides to love up on Sarah and even goes so far as to kiss her.

The visibility between Steve and Sarah is now set to Cheating/Virtuous (if Sarah is not in another relationship). Now, if Jenny kisses another Sim, the visibility between Steve and Jenny would be reduced to Cheating/Cheating.

Note

Visibility is initiated when two Sims enter into a relationship as partner, fiancée, or spouse—or even if they are simply romantic interests. This visibility is fluid, but as long as both Sims are alive and still in the relationship, the visibility persists.

How does visibility work within the community? Well, when Sims engage in public displays of affection or have a public marriage, Sims in the community pick up on the status of the relationship.

When the relationship is new, it is set at zero. When a few other Sims around town learn of the relationship, the level rises to 1. At level 2, it's accepted that most of the town knows about the relationship.

You will receive messages as visibility increases, but these messages are different depending on whether or not Sims are being Virtuous or Cheating.

At level 2, for example, cheating on a Sim will give you a warning that it is highly likely for another Sim to witness the betrayal and report it back to the victim.

Discovery of Cheating

Without direct confession, there is only one way for a Sim being cheated on to find out about the betrayal: discovery. The most basic form of discovery is for the cheated-upon to witness the illicit kiss or WooHoo.

However, thanks to the visibility system, now an affair can be uncovered by sloppy secret-keeping.

Here's how discovery works through the community:

When a Sim is being Cheated on by another Sim, there is a chance he will confront the Betrayer with the Accuse of Cheating social. This chance occurs whenever the two Sims are on the same lot.

This chance can occur only once per day per Cheating relationship.

For example, Jenny gets one chance once per day with her cheating partner Steve, but if Steve is cheating on multiple people, each cheatee gets a chance.

The chance of discovery/confrontation is also improved or reduced by LTR between the cheater and cheatee (the lower the LTR, the higher the chance.) The chance is improved per additional cheating relationship.

When the chance succeeds, the cheatee Sim pretty much automatically uses the Accuse of Cheating Social on the betrayer.

This social can be canceled, but all effects of being betrayed still go into effect. This social is also available as a user-directed social when their betrayer's visibility state has reached level 2.

Caution

If a friend of the betrayed uses the Tell about Other Relationship social, this scenario will occur immediately the next time the two Sims (cheater and cheatee) are on the same lot.

Note

A cheater can just head off this whole mess by using the Declare Love social to admit to the affair and end the relationship. LTR tanks.

Betrayal

So, indiscretions have either been directly witnessed or been made public thanks to raising the Cheating visibility, and the wronged partner is now fully aware of the betrayal.

What now? The cheatee, who has just been dinged with the negative Betrayed moodlet, can accuse the other and see what happens.

For sure, there will be no romantic socials right away. If the relationship survives, it can take between 10–16 days for romantic socials to work between spouses or partners.

If between boyfriend-girlfriend, it takes 5–8 days. Depending on the level of free will you set for your Sims, during that period, if your active Sim was cheated on, she will not queue up any romantic socials.

Tip

Gifts will reduce the period of the Betrayed moodlet. One gift subtracts one hour. An apology can also lessen the amount of time the betrayal negatively affects the relationship.

Generations Simology

Romantic Reputation

Behavior in a relationship affects more than just the current status of the romance. Sims now have Romantic Reputations that follow them around, determined by their overall behaviors.

Sims who live the lothario’s life will have a much different rep than a Sim who treats his partner with nothing but loyalty and respect.

There are four types of reputations: Pure, Experienced, Romancer, and Cheater. Each track contains a number of sub-reputations, which we’ll go over in just a moment.

Reputations are earned by acting in the way described with each track. Each reputation within a track has benefits and restrictions.

The Romantic Reputation is tracked in the Simology panel of the Status panel. But to learn this rep, Sims must first ask around.

Use “What Do They Say About Me?” on neighborhood Sims to find out how your active Sim is romantically viewed.

Pure Track

These reputations are for monogamous Sims who are seen as good husbands/wives or partner.

Faithful

This Sim has mostly proven to stay in one relationship for a good amount of time.

Requirements: The Sim only has one level 2 Active Romance, and no other level 1 Active Romances.
Restrictions: Rep lost if the Sim has two Active Romance Visibility States higher than 1, or if the Sim Betrays another Sim.
Benefits: Faithful moodlet

Eternally Faithful

This Sim has proven to be definitely monogamous by staying with one Sim for an incredibly long time.

Requirements: Have only one level 2 Active Romance for a really long time.
Restrictions: Rep lost if the Sim has two Active Romance Visibility states higher than 1, or if the Sim Betrays another Sim.
Benefits: Eternally Faithful moodlet

Experienced Track

Experienced Sims haven’t developed a reputation for cheating, but are known for their life of “playing the field.”

Exploring Their Options

This Sim has been around the block a little with a few relationships under their belt.

Requirements: Have four to five Romance states of level 0 or 1 Visibility or higher (active or not).
Restrictions: None
Benefits: None

Player

Player Sims have advanced beyond exploration by enjoying many relationships over their lives... thus far.

Requirements: Have six to nine Romance states of level 0 or 1 Visibility or higher (active or not).
Restrictions: None
Benefits: Sim with this reputation has increased effectiveness at romantic socials with Sims who have romantic traits such as Flirty or Hopeless Romantic.

Man-Eater/Don Juan

These Sims have been around the block, up one street, and down the next.

Requirements: Have 10 or more Romance states of level 0 or 1 Visibility or higher (active or not).
Restrictions: None
Benefits: A Sim with this reputation has increased effectiveness at romantic socials with Sims who have romantic traits such as Flirty or Hopeless Romantic. Romantic socials build romantic STC faster. WooHooing with this Sim gives the Target the Incredible Time! moodlet.

Romancer Track

These Sims value romance almost as much as they value discretion. They aren’t known as cheaters, but that’s the way they want to keep it.

Naughty

Naughty Sims have been having a good time with more than one other Sim... at the same time.

Requirements: Have two level 1 Romance Visibility states at the same time.
Restrictions: None
Benefits: None

Manipulator

This Sim is adept at managing multiple romantic relationships at the same time.

Requirements: Have three to five level 1 Romance Visibility states at the same time.
Restrictions: Must not be caught cheating or have Cheater Visibility.
Benefits: Romantic socials build romantic STC faster.

Casanova/Natasha

This Sim can’t seem to (or don’t want to) control himself in the area of romance, but somehow manages to keep everyone guessing.

Requirements: Have at least six level 1 Romance Visibility states at the same time.
Restrictions: Must not be caught cheating or have Cheater Visibility.
Benefits: Romantic socials build romantic STC faster. When meeting new Sims of this Sim’s gender preference, there is an initial LTR boost. WooHooing with this Sim gives the Target the Incredible Time! moodlet.

Cheater Track

Cheater Sims have no inhibitions (or scruples) and either can’t keep things quiet, or don’t even really care to try.

Cheater

This Sim has earned a rep for playing the field regardless of other Sims’ feelings.

Requirements: Have two Cheater romance Visibility States at Level 2 Visibility (at the same time) or fully Betray a Sim once.
Restrictions: None
Benefits: None

Dirtbag

The Sim is gaining notoriety for not keeping his libido under control or at least out of the public eye.

Requirements: Have five Cheater romance Visibility States at Level 2 Visibility (at the same time) or fully Betray three different Sims.
Restrictions: None
Potential Problem: Sims with positive traits like Good will be less interested in romantic socials from this Sim.

Slimeball

Why do Sims keep falling for this slimeball? This Sim will cheat and that’s hardly a secret around town.

Requirements: Have 15 Cheater romance Visibility States at Level 2 Visibility (at the same time) or fully Betray five different Sims.
Restrictions: None
Potential Problem: Sims with positive traits like Good will be less interested in romantic socials from this Sim. It is difficult to get another Sim to go steady or get engaged. Initial LTR with Sims of the Slimeball’s preference take a hit, making it harder to fulfill romance.

Tip

The Clean Slate Lifetime Reward wipes away the current Romantic Reputation, allowing a Sim to start fresh. The Above Reproach reward slows visibility, which makes it easier to get away with cheating.

Family Enhancements

Children

No longer do adult Sims have all the fun. Children receive a wealth of new features and objects that enhance their lives, from treehouses to Imaginary Friends.

Note

Some enhancements—such as pranks, boarding school, and punishment—stretch across multiple age groups. For childhood pranks, check the Teens section.

Punishment is covered in the Adult section.

However, some objects in this section (bunk beds, water slide) can be used by multiple age groups.

Boarding Schools

Children and teens can be enrolled in boarding schools rather than the school venues in town.

Boarding schools are expensive, but they take the management of the younger Sim (including homework) out of daily activities.

While away at school, children and teens pick up traits and skills related to the school they attend.

There are several possible boarding schools, each with specific possible traits and skills.

To enroll a student in boarding school, click on a computer and choose the Boarding School interaction. You can then select which boarding school to patronize.

Households can take their children out of boarding schools at-will. (In fact, some parents receive prompts to do so if they start missing their kids).

Removing a student is handled via the computer.

Note

If a student is removed early from boarding school, they must start going to regular school in-town.

However, due to their advanced education at boarding school, they starts regular school with an A grade average. (Use this to gain a grade boost for a struggling student.)

Boarding School	Tuition Cost	Traits Typically Learned at School	Possible Negative Traits Acquired at School	Skills Possibly Learned at School	Career Recommended Following Graduation
Smuggsworth Prep School	1600	Ambitious, Snob, Charismatic	Couch Potato, Slob, Easily Impressed, Inappropriate, Rebellious	Logic, Writing, Charisma, Chess (Hidden Skill), Homework (Hidden Skill)	Business, Political, Medical, Journalism, Writer (Self-Employed)
Fort Starch Military School	800	Neat, Handy, Good, Brave, Disciplined	Loser, Slob, Couch Potato, Over-Emotional, Clumsy, Insane, Party Animal, Inappropriate, Rebellious	Logic, Athletic, Handiness, Homework (Hidden Skill), Martial Arts (World Adventures)	Firefighter (Ambitions), Military, Law Enforcement, Criminal
LeFromage Art School	1200	Virtuoso, Artistic, Dramatic, Charismatic, Photographers Eye (World Adventures), Star Quality (Late Night), Saavy Sculptor (Ambitions)	Can't Stand Art, Couch Potato	Dancing (Late Night—Hidden Skill), Club Dancing (Late Night—Hidden Skill), Piano (Late Night), Bass Guitar (Late Night), Guitar, Drums (Late Night), Painting, Charisma, Sculpting (Ambitions), Photography (World Adventures)	Music, Stylist (Ambitions), Interior Designer (Ambitions), Nectar Maker (World Adventures), Painter, Photographer (World Adventures), Sculptor (Ambitions), Writer (Self-Employed), Film (Ambitions)
School of Peace and Love	800	Loves the Outdoors, Artistic, Green Thumb, Vegetarian, Eco-Friendly (Ambitions)	Mean-Spirited, Hates the Outdoors, Snob	Cooking, Gardening, Fishing, Inventing (Ambitions), Nectar-Making (World Adventures)	Science, Culinary, Bookstore (Part-Time), Fishing (Self-Employed), Gardener
Dribbledine Sports Academy	1200	Athletic, Loves the Outdoors, Handy, Adventurous (World Adventures), Disciplined (World Adventures)	Loser, Slob, Couch Potato, Clumsy, Hates the Outdoors, Rebellious	Athletic, Handiness, Martial Arts (World Adventures), Foosball (Hidden Skill), Homework (Hidden Skill), Trampoline (Ambitions—Hidden Skill)	Professional Sports, Law Enforcement, Criminal, Firefighter (Ambitions)

While Sims are away at boarding schools, they are inactive in the household. However, Sims can make and receive calls with the enrolled student.

To call an enrolled student, click on the child's portrait in the Relationship panel and choose Chat.

Some conversations result in the child asking for extra money, but others result in a nice payout for the household because the student won an award.

Traits and Skills

As mentioned, each boarding school offers a set of learnable traits and skills. Boarding schools also tend to remove negative traits and replace them with positive traits.

Each day the student is at boarding school, the chance of removing a negative traits grows. Children can have one negative traits removed. So can teens.

If you leave a student in school through child and teen transitions, two negative traits may be removed.

When students age up at school, either from child to teen or teen to young adult, they automatically get a positive trait.

Aging and Graduation

When a student ages up from child to teen, you can either bring the teen home or leave them enrolled at the boarding school.

When a teen ages up to young adult, they must leave boarding school.

When the teen comes home, you receive a message letting you know which traits and skills have been acquired, any bad traits that were removed, and what careers are likely to be the most successful for the graduate.

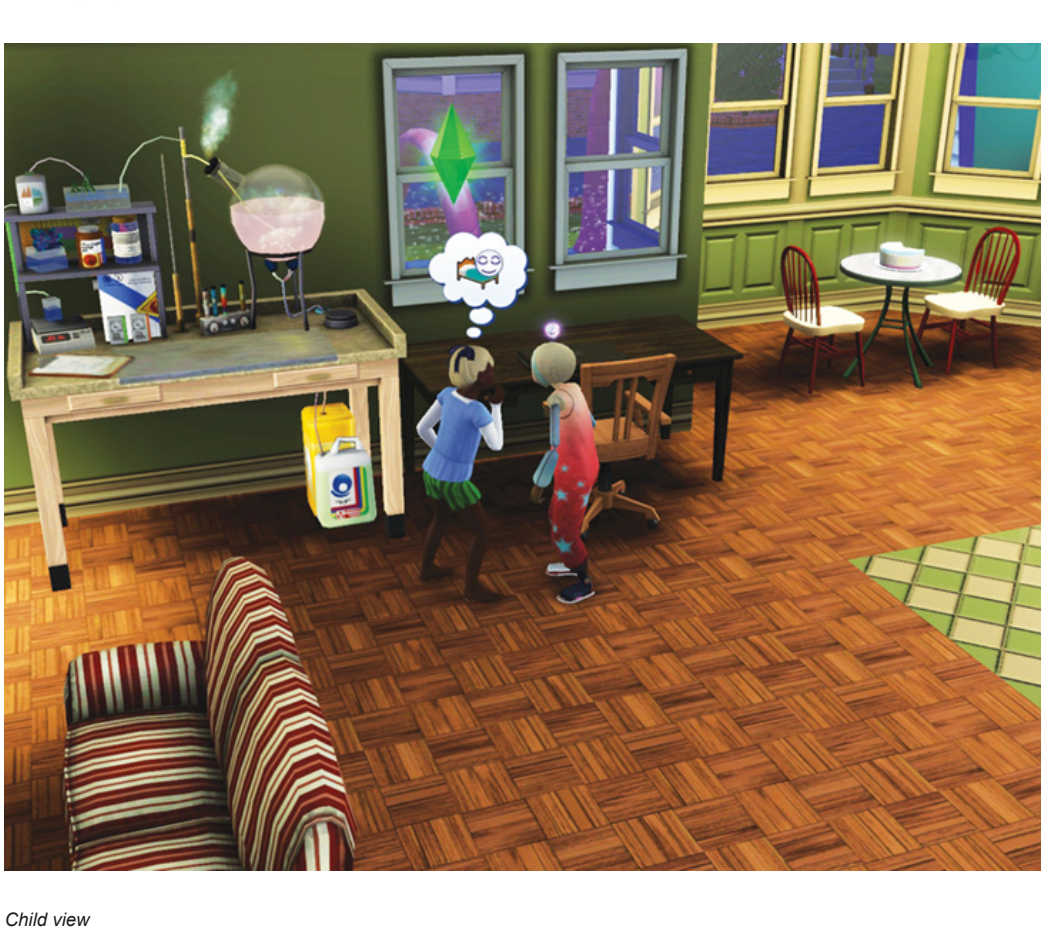
Note

Graduating from a boarding school gives a Sim a category of Talk about Boarding School socials to use with other Sims.

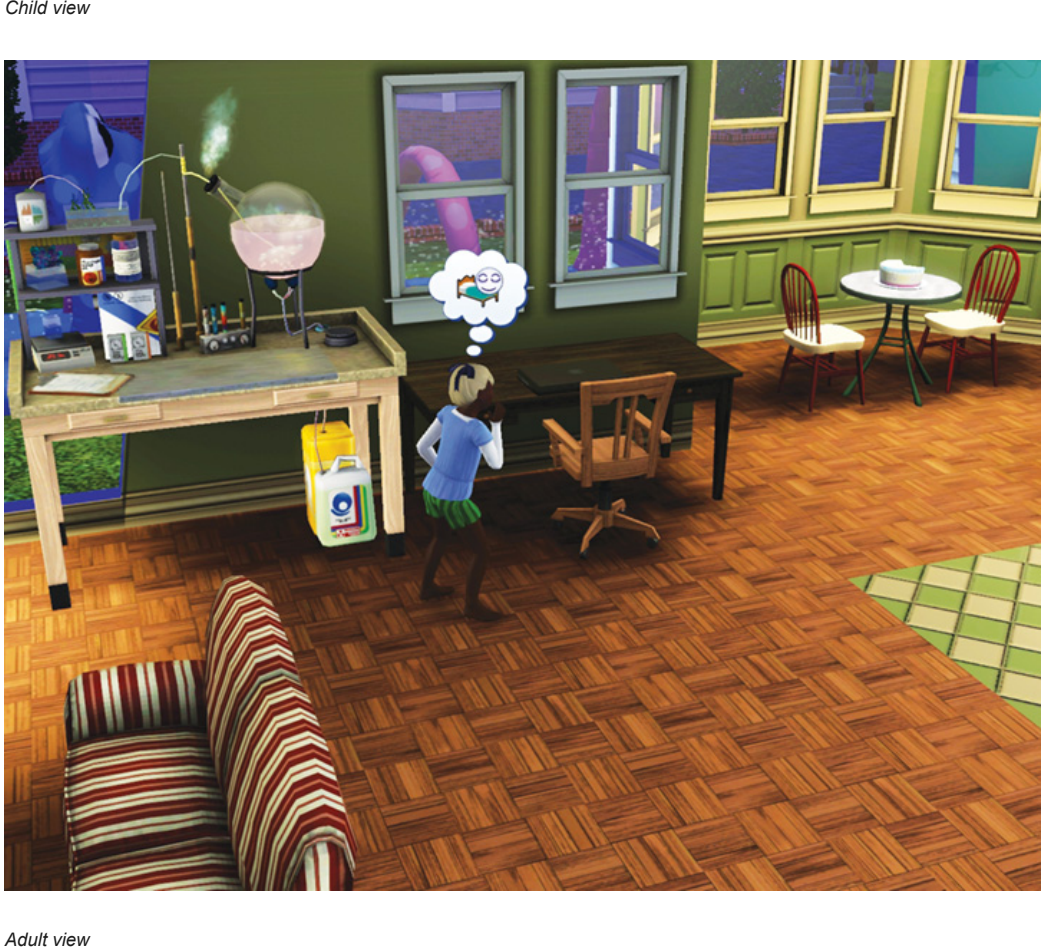
Imaginary Friends

Most The Sims 3 expansions introduce a special character that can become part of the household. World Adventures let you bring home a mummy. Late Night introduced vampirism.

Ambitions allowed you to build your very own SimBot. Generations extends this concept to the child age group with the all-new Imaginary Friend.



Child view



Adult view

The Imaginary Friend is a special playmate that only children in the household can see. If the child Sim is active, you can see the Imaginary Friend walking around the house.

Children can also interact with it. However, if you click on a teen or older Sim, the Imaginary Friend vanishes.

There is, though, a way for everybody to see the Imaginary Friend... but more on that in a moment.

Getting an Imaginary Friend

The friend starts "life" as a doll, which the household receives when there is a new baby—either through conception or adoption.

A message will typically pop up saying a special package has arrived from an aunt or uncle.

Collect it from the mailbox. This places the toy in the toddler's inventory.

To play with the doll, you need to place it on the lot. You cannot place the doll in the toy box. However, you can place it in a crib or on a bed.

Note

Dolls are like magic gnomes. They change poses every once in a while when you're not looking.

The doll has a number of interactions available only for the toddler, such as Play and Sing.

Autonomous toddlers will perform these interactions on their own, but you should always encourage the toddler to play with the doll whenever not attending to needs such as Hunger and Hygiene.

Singing, cuddling, and playing with the doll builds "relationship" with it, although this is not a metric you can monitor. You just have to feel it.

To be on the safe side, interact with the doll as much as possible during the toddler age.

Tip

You want to see a message that says the doll has become very special to the toddler. That indicates you are playing with the doll enough to develop an Imaginary Friend.

Note

Every doll comes with a name, but you can rename the doll.

If you play with the doll enough as a toddler, it will turn into an Imaginary Friend when the toddler ages up to child. Cool!

Now what?

Life with an Imaginary Friend

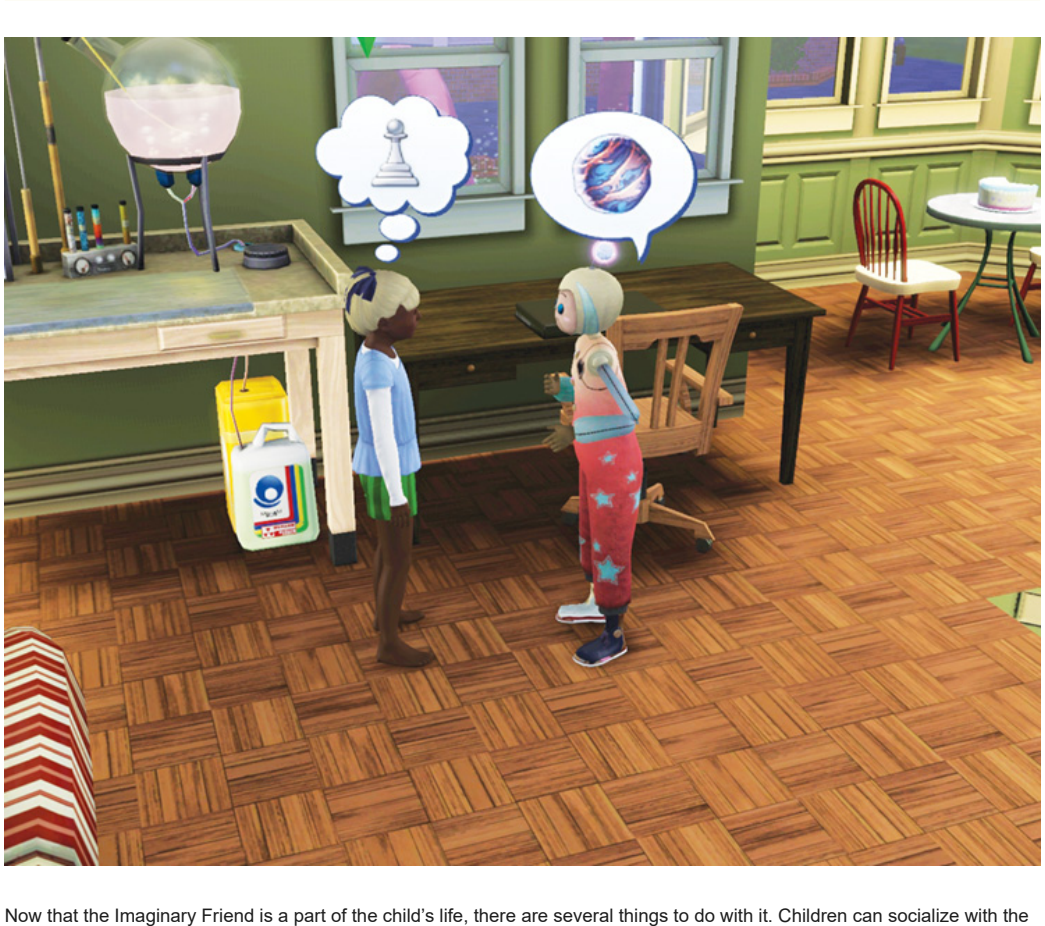
Once the toddler ages up and the doll becomes an Imaginary Friend, you can watch it wander around the house whenever the child that "owns" it is the active Sim.

The Imaginary Friend looks like a doll made real. You do not have direct control over it, but the child Sim can still interact with it.

Note

Though the Imaginary Friend bobbles around the house with the child Sim, you do not have to worry about needs. Imaginary Friends do not have to go to the bathroom, sleep, and take showers.

And whenever they do feel a little peckish, they have a bottomless supply of cupcakes and cookies in their pockets to eat from.



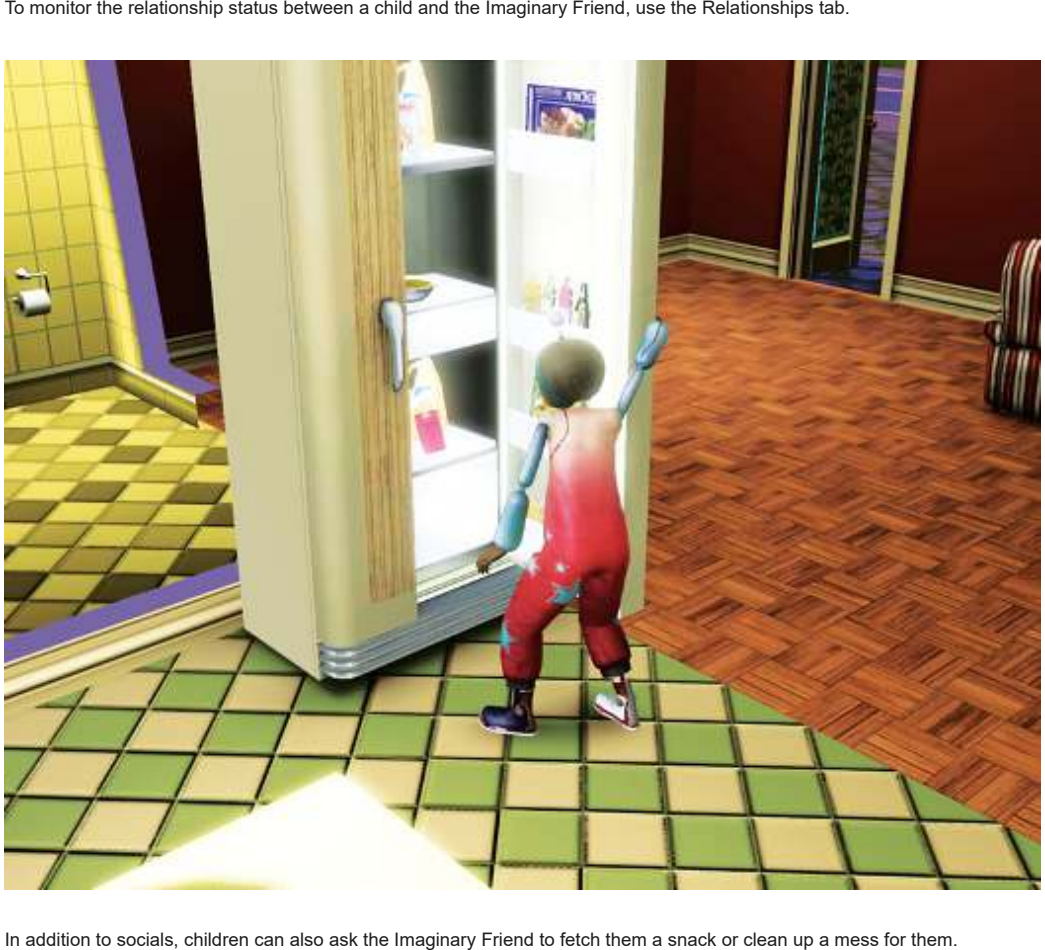
Now that the Imaginary Friend is a part of the child's life, there are several things to do with it. Children can socialize with the Imaginary Friend, using socials from groups like Friendly, Funny, and Mean.

Socializing with an Imaginary Friend is important because you still need to build and maintain a relationship.

If you ignore the Imaginary Friend for too long, there is a chance it will turn back into a doll. If that happens, don't worry.

Just have the child apologize to the doll and it will turn back into an Imaginary Friend. Just be sure to keep up that socialization so it will remain an active Imaginary Friend.

To monitor the relationship status between a child and the Imaginary Friend, use the Relationships tab.



In addition to socials, children can also ask the Imaginary Friend to fetch them a snack or clean up a mess for them.

And because the Imaginary Friend tends to hang out around the child at all times, there is a Shoo interaction for getting a little solo time.

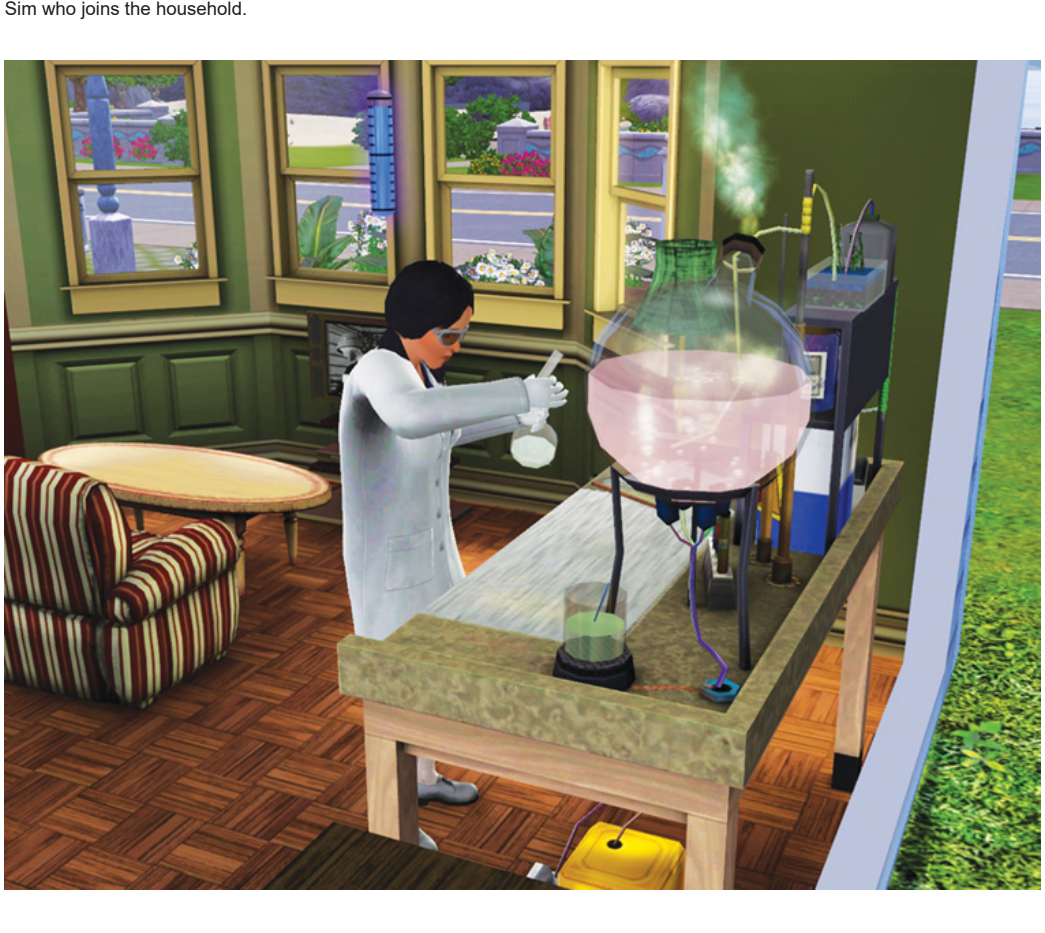
You can also tell the Imaginary Friend to Leave Me Alone. The dejected Imaginary Friend goes back to the bedroom and reverts to a doll.

You need to apologize if you want it to turn back into an Imaginary Friend.

Imaginary Made Real

Other Sims in the household may find it adorable that the child is talking to nobody in particular, but the Imaginary Friend is very much real for the child.

You can show the rest of the household that the child was actually serious about the Imaginary Friend by making it into a real Sim who joins the household.



There are two ways to make an Imaginary Friend into a real Sim. The first is via a potion created at the chemistry lab. This requires a Sim in the household to have developed the Logic skill to level 8.

Then a Sim must discover the Imaginary Friend Metamorphium potion. Once it's discovered, a sample of it goes into the chemist's inventory. (Future doses can be created for §4,500.)

Then, give the potion to the child. The child can then gift it to the Imaginary Friend if they maintain a high enough relationship.

If that's now possible, click on the Imaginary Friend and use the new Offer to Make Real interaction.

The child gives the Imaginary Friend the potion. The Imaginary Friend drinks it and—voila!—it's now a Sim.

The Sim is a member of the household and you have direct control over it.

Before

After

The second way to turn an Imaginary Friend real is through a special opportunity. If no member of the household can create the potion, the When Dreams Come True opportunity is pushed on your household.

This requires somebody in the household to bring a Rainbow Gem to the science facility, which will then be turned into the Imaginary Friend Metamorphium potion.

Once the Imaginary Friend turns real, everybody in the household can see him or her.

The new child will develop its own favorites and traits. (If there are undesirable traits, consider sending the child to boarding school for a little education and trait-changing.)

Now you have direct control over the new addition to the household.

However, there is not an immediate bond between the new child and the adults in the household—remember, this is not a familial relationship.

So, you must build the relationship between the (formerly) Imaginary Friend and the other Sims in the household.

Note

Imaginary Friends made real can switch back and forth between normal and toy form.

Caution

If the household already has the maximum number of members, the Imaginary Friend cannot be made real.

Playing with Furniture

Children love to use their imagination to go on make-believe adventures with household furniture. For example, while an adult sees the tub as someplace to scrub up and get clean, a child views it as a submarine.

Here are the four imagination opportunities for kids around the house.

Having make-believe interactions with furniture satisfies the Fun need.

Dining Chair/Table: Children can use Preside Over Royal Court on a dining chair linked to a dining table.

The kid puts on either a kingly or queenly costume and then stands at the table, giving proclamations to make-believe subjects.

At the end of the interaction, the child has the King/Queen for a Day moodlet.

Bath Tub: Why take a bath when you can go on a Submarine Adventure? The kid hops in the tub, goes up-periscope, and has a grand old time splashing about.

After tub time ends, the kid has the Submarine Adventure moodlet.

Teddy Bear: Children love to Host Tea Party on the teddy bear (or doll) objects. When this make-believe activity is initiated, the kid gets some juice from the fridge and gives it to the bear.

At the end of the little party, the child enjoys the Fantastic Tea Party moodlet.

Sofa or Loveseat: Children can now use the Go for Joyride interaction on a sofa or loveseat.

Kids don sunglasses, hop on the sofa, and then put their hands up to grip an imaginary steering wheel.

Other children in the household may join the "driver." At the end of the fun, the kid gets the Went for Joyride moodlet.

Slumber Parties

Children and teens can throw a new type of party: Slumber Party. Children and teens use the phone to invite friends to the slumber party (guests must be in the same age group as the host).

There is no dress code for the party. Guests arrive in everyday clothes. When it's time for bed, kids automatically put on their sleepwear and start looking for a place to lie down.

If there's floor space, out come the sleeping bags. Guests will also sleep in available beds, on the couch, in a tent, or in a treehouse.

Slumber parties are similar to regular parties. Refreshments and entertainment are needed, but space is also important.

If there is not enough space for all of the invitees, some will leave early and the party score takes a dive.

Objects

Children (and families) have several new objects they can use for fun and socialization.

Treehouses

There are three new treehouses you can place on your lot for children to use. The treehouse object is the same size as a large tree, but there's an elaborate treehouse built within its branches.

Sims enter the treehouses via ladders. You cannot see inside the treehouse, but kids tend to poke their heads out when they play.

Children can play make-believe in a treehouse. Depending on which of the three treehouses you purchase, there are different interactions: Fight Pirate Invaders, Hold Great Feast, and Explore New Worlds.

Children can also play on slides, take naps, and invite other children up into the treehouse. You can even give treehouses a new name with the Give Name interaction.

Note

You can also set entry restrictions on a treehouse to determine who gets to go up and who has to stay on terra firma.

Children also have a prank-like interaction: Dump Water. When you select this interaction, you then choose which household Sim is about to get wet.

The Target Sim goes out to the treehouse when the child calls out for them.

As the Sim approaches, the child dumps a bucket of water on them. The Target gets the Soaked moodlet. Even though the child thinks this is hysterical, there is a slight LTR hit for this prank.

Brownie Bites

Adults have an alternate use for a treehouse: WooHoo! Grown-ups can both WooHoo and Try for Baby inside a treehouse.

Costume Chest

The new Dreamer's Costume Chest object lets children dress up in special outfits and have fun playing make-believe. There are three costumes: dinosaur, astronaut, prince/princess.

To put on a costume, click on the chest and choose the Put On interaction. Once the costume is on, click on the child and use the new Play Pretend interaction.

The child then earns Fun by playing in the cute outfit.

Note

Older Sims laugh and cheer at the child in costume unless they have the Mean-Spirited, No Sense of Humor, or Hates Children traits.

Children in costume can use Ask to Join on other children. If accepted, the other child puts on a costume and plays along.

Tip

A child wearing the dinosaur outfit can smash the dollhouse and get the new Mutant Dino Smash moodlet.

Hopscotch

You can purchase a new Hopscotch Court object in Buy Mode and then place either indoors or outdoors. Sims aged child and up can then either practice or play hopscotch with other Sims or by themselves.

There is a hidden Hopscotch skill that improves the more Sims practice or play hopscotch. So, at first you will see Sims stumble on the court. But over time, their jumps turn surer.

They soon start winning games, which can also fulfill a wish.

Note

Playing hopscotch satisfies the Fun need. If a Sim plays with another (up to four Sims can play), not only is the Social need also satisfied, but a small amount of LTR is generated over time.

Water Slides

A new water slide object provides a great deal of fun. When the water slide is placed on the lot (outside only), Sims can then use the Slide interaction to start having fun.

Up to four Sims can play on the slide together, each taking turns.

Caution

Babies, toddlers, and elders cannot play on the water slide.

Note

There's a small chance Sims will trip on the water slide and get dinged with the Slipped moodlet.

Playground Rides

Children love to play on the new playground rides, such as a little plastic horsie that rocks back and forth.

The ride lights up and makes sound effects, which delights that child and satisfies the Fun need.

Bunk Beds

Bunk beds are a new variation on regular beds. They have the same interactions—such as relax, sleep, and nap—but now there are ownership issues with each bunk.

Children and teens tend to like their preferred bunk. When both bunks are occupied, Sims can chat with each other (satisfies Social and Fun needs plus gains LTR).

Family Enhancements

Teens

The next phase of life, teens, has been enriched with several new features.

Now, teens in the household have several real-life motives such as the desire to learn how to drive or pull rebellious pranks either at home or at school.

Pranks

Children and teens love to express themselves through artful means like poetry and... oh, who are we kidding? Kids in Generations love to pull pranks and set booby traps for other Sims.

These are great ways for kids to let off some steam, have a little fun, and be mildly rebellious without doing anything too potentially harmful.

Of course, the Sims on the receiving end of the pranks may not see things that way, but that's just the risk a teen is willing to take when the opportunity to pull off some silliness presents itself.

Note

Teens can pull pranks and set booby traps. Children can only set booby traps.

Booby Traps

Booby traps are set at various objects around the house, such as the shower or toilet. To set a trap, a child or teen just needs to use the Booby Trap interaction on the object.

The Sim then tinkers with the object and sabotages it.

You can tell which objects have traps by a telltale blinking red light. (Other Sims cannot see the light—that's just a visual cue for the player.)

Then, when a Sim in the household (or a guest) uses the object, the trap is sprung! Merriment ensues!

The little red light is your cue that a trap has been set.

Well, merriment doesn't always ensue. Negative Sims with traits like No Sense of Humor fail to see any amusement in a prank or booby trap and are dinged with a negative Pranked moodlet.

If an adult Sim catches a prankster setting a trap, the younger Sim gets in trouble. The adult can then discipline the now-in-trouble Sim.

See the Adult section of this chapter for information on punishment.

Overflowing Toilet

The Sims sets up a trap in the toilet so the next time another Sim uses it, the water in the bowl shoots straight up and splashes the Target.

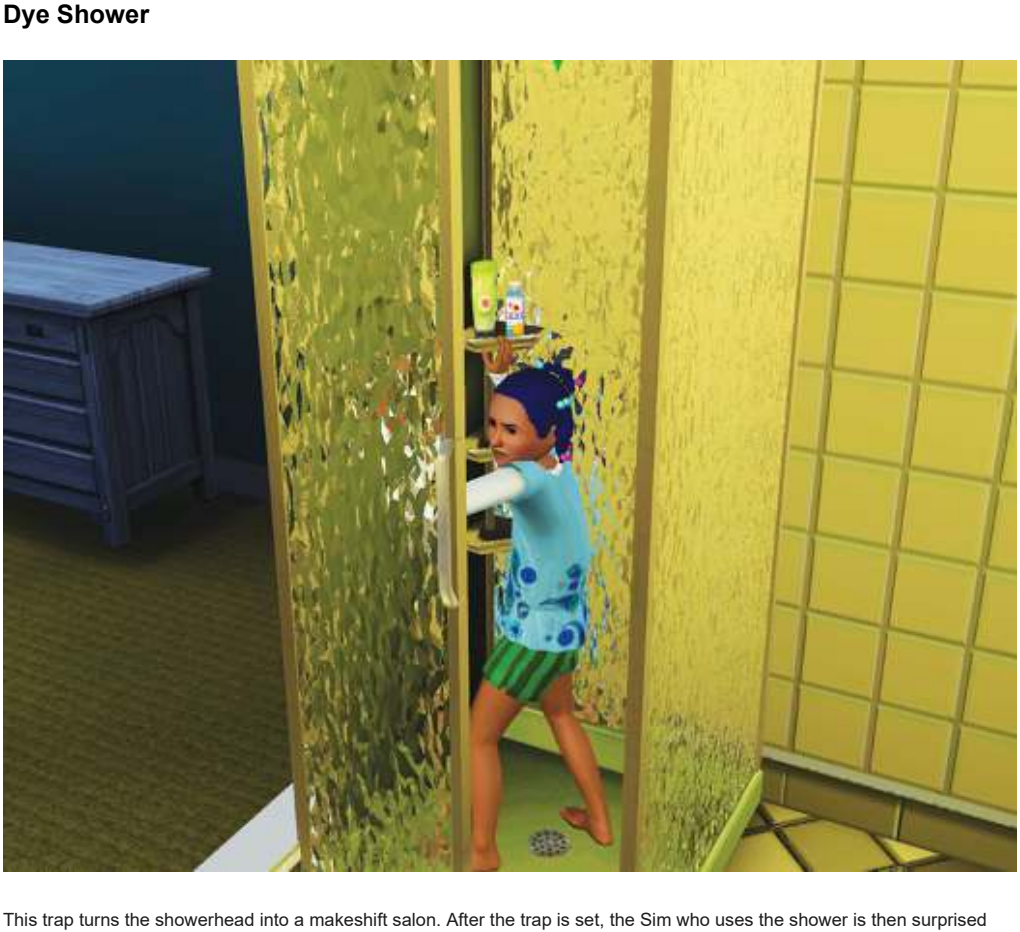
Water pools around the toilet and the Sim who triggered the trap gets the Soaked moodlet.

Spraying Sink

The prankster fixes up the faucet so it sprays water on the next Sim who uses it. The Sim who triggered the booby trap gets the Soaked moodlet.

Water gathers around the sink, too, leaving a mess.

Dye Shower



This trap turns the showerhead into a makeshift salon. After the trap is set, the Sim who uses the shower is then surprised with a crazy new hair color.

The Sim reacts with shock and then goes back into the shower to wash it out.

Scary Computer

The computer is another booby trap opportunity. After the prankster messes with the computer, the next Sim who uses it starts a normal session, but within seconds, the screen fills with a freaky face.

The user gets Terrified and slams the computer shut.

Whoopee Cushion

The prankster places a whoopee cushion on a sofa, chair, or stool. When another Sim sits down, they hear a farty sound. The Sim then jumps up, surprised and embarrassed.

If a Sim is already sitting on a couch or sofa, the prankster cannot place a whoopee cushion.

Pranks

Pranks take place outside the lot. Teens can pull a prank at the school venue or at other houses in the town. Pranks at school happen out of sight, like when a Sim goes to work in a venue.

However, pranks at houses, such as throwing eggs, are done in person.

When setting a booby trap, the Sim needs to make sure nobody else is around before laying the trap. However, pranks done in person or at school carry the risk of being caught.

For every minute a Sim is setting up a school prank or performing one at a house, there is a chance they will be caught.

(Being Unlucky or Clumsy increases the chance of being caught.) Getting caught setting up a school prank results in the cops taking the teen home where trouble (and punishment) awaits.

Pranks at school or houses cannot be done immediately right after each other. Teens must wait a little while between pranks (during which the prank interactions are grayed out).

When Sims pull off a prank, they get the positive Successful Prank moodlet.

If a Sim pulls several pranks in a row without being caught or spotted, the moodlet develops into the even more positive Prank Streak.

School Pranks

When school is not in session, teens can set up a prank at the venue. The teen disappears inside the school for a few hours to set up the prank.

During this time, the teen risks being caught. (However, if the Sim is Lucky, that chance decreases.) If caught, the teen spends the next day in suspension.

Here are the available pranks at school:

-Flood the School
-TP the Principal's Office
-Steal Tests
-Deface Mascot
-Release Frogs from Science Class

Doorbell Ditch

This is a fairly harmless prank. The teen goes up to a house with Sims inside of it (it doesn't work if nobody is home), rings the doorbell, and then hides. When the resident answers the door, the teen giggles.

The Doorbell Ditch is a good, fairly easy prank to use when going for the Prank Streak moodlet.

Throw Eggs

With eggs in their inventory, teens can approach houses of Sims in the neighborhood (the house must not be vacant) and pelt the front door with eggs.

If a resident steps outside, the teen freaks and rushes home, disrupting the prank. There is then an outside chance the pranked Sim will call the cops.

If the cops get involved, they come to the teen's house and the Sim gets in trouble.

Flamin' Bag

Like the Doorbell Ditch gag, this prank only works if the house is presently occupied.

The prankster steps up to the door, drops a paper sack, and then sets it on fire.

The resident of the house steps outside after the prankster hides.

The resident sees the bag, immediately panics, and starts stomping out the fire. Hilarity!

The resident who stomps out the flaming bag takes a huge Hygiene hit. Other Sims in the household react to the Sim in disgust.

The pranked Sim needs to shower right away.

Stink Bomb

To pull this prank, the teen needs Stink Juice from the chemistry lab object. Once the teen has some, he can prowl for crowded areas.

When the teen finds a good spot, click the ground and choose the Stink Bomb prank.

The teen places the stink bomb on the ground and then hurries away. After a few moments, the bomb erupts, releasing a disgusting vapor.

In fact, Sims near the vapor get the Disgusted moodlet.

After School Activities

Field trip! Now, in addition to attending regular classes during the school day, children and teens can participate in after school activities.

These activities are not just fun, they also help develop skills.

Children and teens can enroll in activities themselves, but parents can also sign younger Sims up for these special events.

Enrollment takes place either by choosing interactions on the school or via a computer.

Tip

Just as you can enroll in a class via the school or computer, you can also quit classes there.

Note

You can enroll a child or teen in only one after school activity at a time.

Recitals and performances are memory-making events.

Children

After school activities for children are held at the school venue.

When the normal school day ends, the child immediately transitions into the after school class. Classes have three levels.

After each level, children have new things to show off—look in their inventory for new goodies. (Use the new Show Off interaction to show off newly developed moves or skills.)

During an activity, there are chances for auditions, recitals, or special opportunities (see the Opportunity chart in the Generations Simology chapter).

After completion of the final level and/or special opportunity, the class ends.

Note

The skill levels earned by a child are then transferred as they age up to teens.

At the completion of the final level of an activity, it is common for the class to set up a recital.

Completing a recital results in some physical object, such as a participation trophy. (Enrollees must attend the recital to receive the trophy.) Parents are encouraged to attend the recital.

They will not be punished for missing work to attend the recital.

Ballet

Children can enroll in a ballet class. Ballet classes help develop a hidden dancing skill. While Sims attend the class, they develop three levels of ballet moves: plie, pirouette, and echapee.

These are the moves that attendees can use when showing off.

The special opportunity for ballet is an audition to be a Prima Ballerina or Danseur Nobel. The reward for this opportunity is a sculpture of ballet shoes.

Scouts

Scouting helps develop both Gardening and Fishing skills. Children in scouts can show off badges, knots, and salutes. Their special opportunity is to try out for a special badge.

Completing the opportunity results in a framed badge reward.

Teens

When teens enroll in after school activities, they take place at the school venue. Like children, teens attend the activity or club immediately following the completion of the school day.

While enrolled in an activity, teens have chances to embark on a special opportunity or participate in an audition, much like children.

Because teens can develop skills like an adult, completing levels in the classes helps develop the skill, although skill level and class level are not analogous.

Art Club

Skill Increased: Painting (Sculpting if Ambitions is installed)
Opportunity: Club president
Opportunity Reward: Painting
Recital: Art show
Recital Reward: Trophy

Guitar Club

Skill Increased: Guitar (other instruments if Late Night is installed)
Opportunity: Club president
Opportunity Reward: Framed record
Recital: Group recital
Recital Reward: Trophy

Study Club

The Study Club does not advance skill development. However, it does speed homework completion.

Newspaper Club

Skill Increased: Writing (Photography if World Adventures is installed)
Opportunity: Editor
Opportunity Reward: Framed newspaper
Recital: Reveal new paper
Recital Reward: Trophy

Debate Team

Skill Increased: Logic
Opportunity: Debate president
Opportunity Reward: Toy gavel
Recital: Debate tournament
Recital Reward: Trophy

Drama Club

Skill Increased: Charisma
Opportunity: Audition for lead in play
Opportunity Reward: Signed movie poster
Recital: Play
Recital Reward: Trophy

Shop

Skill Increased: Handiness
Opportunity: Club president
Opportunity Reward: Golden saw (wall decor)
Recital: Bridge building tournament
Recital Reward: Trophy

Sports Club

Skill Increased: Athletic
Opportunity: Club president
Opportunity Reward: Framed jersey
Recital: MVP award ceremony
Recital Reward: Trophy

Dances

Few social engagements in a teen's life mean more than a school dance. Teens love to get dressed up (or dolled up), meet a date, and head off to a dance where memories that last a lifetime are made.

Dances can pay off in not just great memories, but also photos and even new relationships.

Dances are not scheduled. They occur randomly whenever there is a teenage Sim in the household. A dance announcement comes via an on-screen message a few days in advance.

The notification allows Sims to get ready for the dance. Dates can be made, moods elevated, and needs satisfied so the teen goes to the dance in tiptop condition.

Getting a Date

Teens do not have to attend the dance with a date, but going with a friend or romantic interest can take a relationship to a new level. Ask to Dance is a new social with a romantic STC.

It's not wise to use this social unless the Target is likely to agree to the invite. If the Target teen refuses, there is an immediate loss of LTR between the Sims.

So, make sure to use the days leading up to the dance to increase the LTR with the Sim you want to take to the dance. If the Target accepts the invite, there is an LTR boost between the Sims.

There is also a chance that an NPC or townie Sim will ask the household teen to the dance. The chance of this happening depends on the relationship between the two teens. You are not required to accept the dance invitation.

Once an invite to the dance has been accepted, you can no longer use the Ask to Dance social.

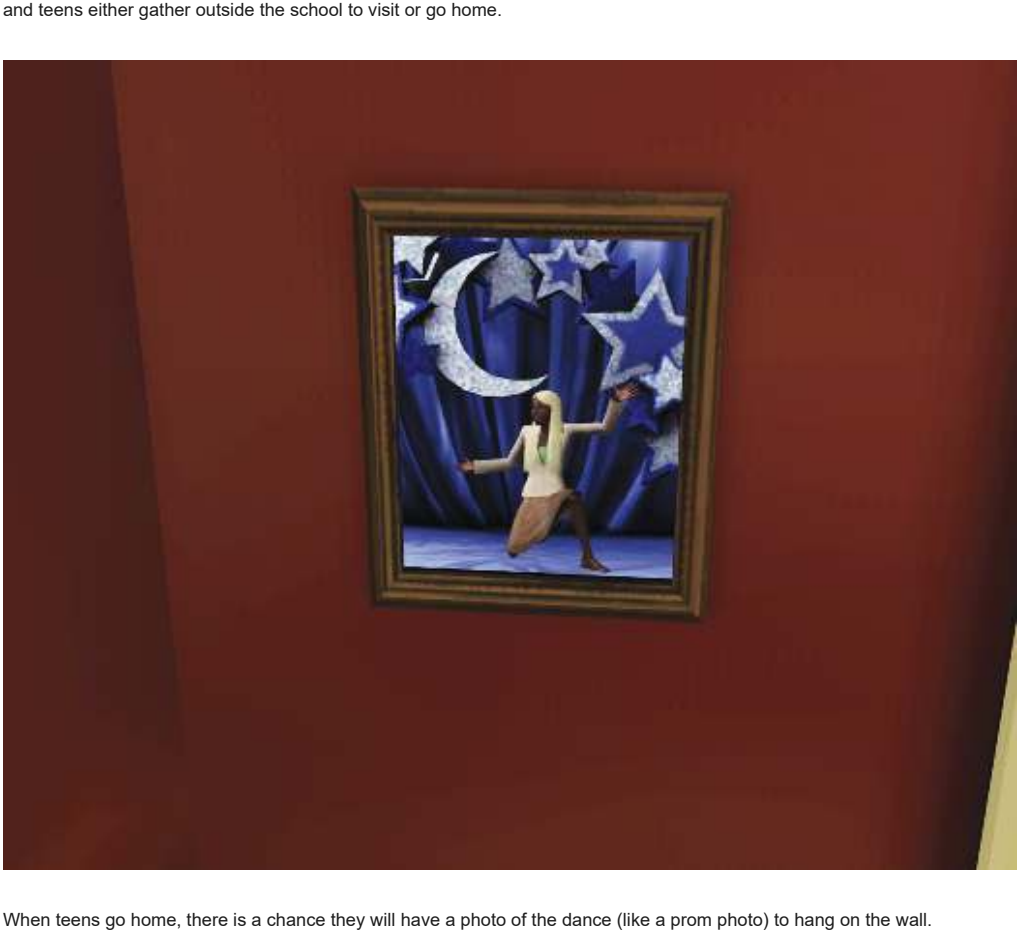
Dance Starts

A few hours before the dance begins, the teen's date will come to the active household's lot in formal attire. The active teen will then put on a formal outfit.

This is another opportunity for socializing—not only between the two teens, but also with all members of the household. Parents, for example, may want to get to know the teen taking their son or daughter to the dance.

Right before the dance starts, a limo arrives to spirit the teens to the venue.

While at the dance, several events may transpire (which we'll go over in a moment). After a few hours, the dance concludes and teens either gather outside the school to visit or go home.



When teens go home, there is a chance they will have a photo of the dance (like a prom photo) to hang on the wall.

Dance Events

New Romance

If Sims go stag, there is a chance they will meet another teen and develop the spark of romance. The two Sims get a big LTR boost, making the dance a springboard for a greater romance.

First Kiss

A teen may get their very first kiss at the dance. This only happens if the teen has never been kissed. The Sim gets the First Kiss moodlet. Both Sims get an LTR bump, which makes developing a romance outside the dance easier.

Seal the Deal

If the teen goes to the dance with a romantic interest, there is a chance the teens will become partners. The higher the LTR between the two teens, the greater the chance. (However, if the event is rejected, both teens suffer a big LTR hit.)

Prom King/Queen

If a teen has a lot of friends, they may be voted king or queen at the dance. If so, they get the Prom King or Prom Queen moodlet and have a crown or tiara trophy to take home. This can happen only once per dance.

Denied!

A Sim who attends the dance alone may ask another teen to dance. If the request fails, the teen gets the Denied for Dance negative moodlet.

Ditched!

If a teen goes to the dance with another Sim and doesn't have a very high LTR, their date may leave them. This damages LTR between both Sims and the active teen is dinged with the Ditched moodlet.

Fight

If a teen with lots of low relationships goes to the dance, they risk getting in a fight. The teen gets decked at the dance and goes home with the negative Got in a Fight moodlet.

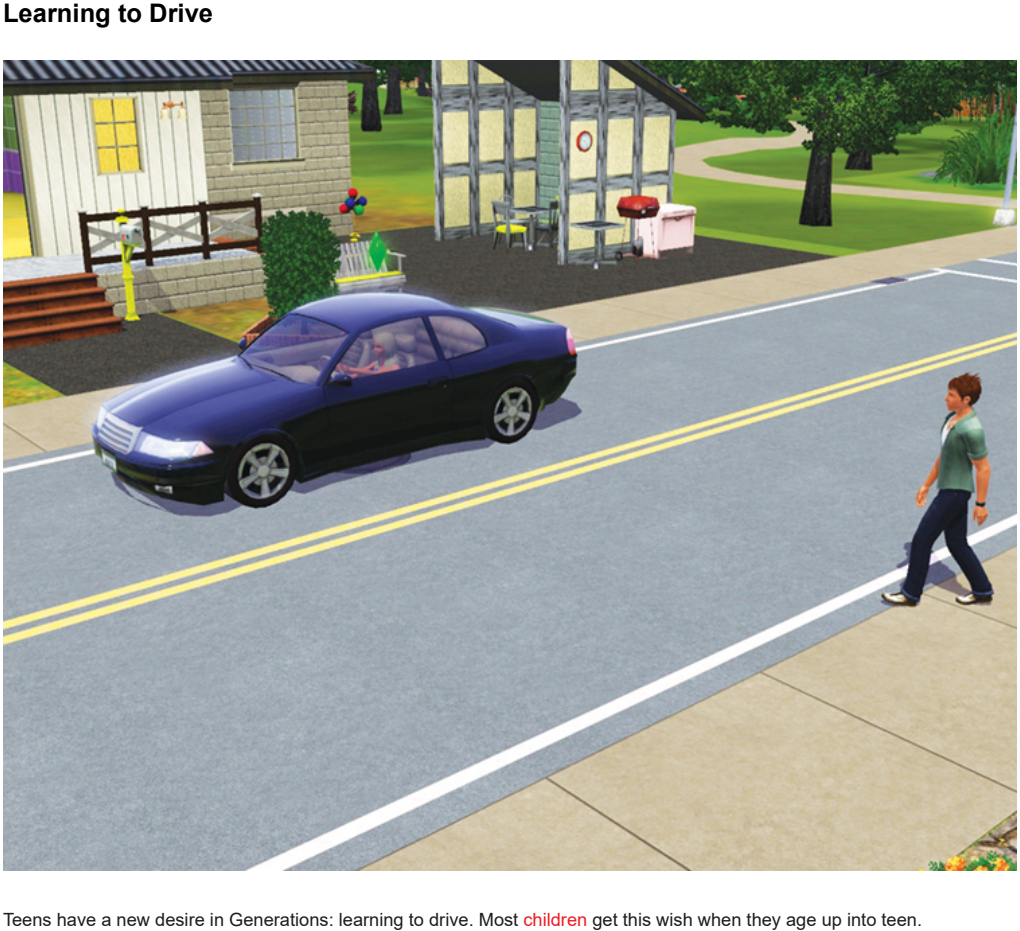
Teen Mood Swings

If you survived being a teenager, then you know all about mood swings. Teens in Generations are now occasionally susceptible to mood swings that last two or three days. There is nothing you can do to stop the mood swing. When the teen wakes up, there is a chance you receive a message regarding a negative mood swing.

During a mood swing, teens struggle with grades, get in trouble more often, and possibly develop negative traits. She may automatically reject friendly socials from other Sims, and if the teen is set to autonomous, she will not initiate friendly socials with other Sims.

If the teen has a rebellious streak, the mood swing will push rebellion-leaning wishes.

Learning to Drive



Teens have a new desire in Generations: learning to drive. Most children get this wish when they age up into teen.

Learning to drive unfolds very similarly to teaching a toddler to walk and talk. A teen must interact with an adult-aged Sim with a specific object—in this case, a car.

To learn how to drive, the teen can use the new Ask for Help Learning to Drive social. Or, an adult can use the Teach to Drive social on the teen in the household.

When the social is accepted (either way), the teen and adult go to the family car. The teen gets behind the wheel and they take off. However, it's not at normal speed because the teen is just learning.

Note

A development meter appears over the teen taking the driving lesson. It takes more than one lesson to fill the meter.

Tip

The driving lesson builds LTR between the adult and teen, although the parent does get stressed out over the activity.

Note

Teens who learn how to drive receive a certificate in the mail that can be hung on the wall as decor.

Teen Parties

From time to time, the adult(s) in the household go away on a trip, leaving the teen of the house in charge. The trip is typically for two or three days.

The adult can choose to not accept the trip, but if they do accept, the absence does not count against their work performance.

The adult often comes back with a positive moodlet, such as Great Trip.

That's great for the adult, but for the teen, all that means one thing: PARTY!

When the adults are away, teens can throw a special party that only other teens can attend. Even if the home alone teen doesn't plan one, chances are good other teens will suggest one.

This tends to snowball into a rager.

Teen parties have the same requirements as other parties: refreshments and lots of socialization opportunities are required for attendees to have a good time.

However, at a teen party, it is more likely for objects to get filthy or break. (There's even a chance things will catch on fire.) Teens may choose to just stay the night, too.

If there is no available bed, teens can choose to sleep on the floor. (If you are controlling a teen at a teen party, use the Sleep on Floor interaction to catch some needed Zs.)

Now, if the party spirals out of control—too many attendees, goes too long—there is a chance a neighbor will call the cops. When the cops are called, the host gets a heads-up note.

The host can then use Break Up Party, which quickly winds down the party. Within minutes, the cop arrives and one of two things happens:

If there are still teens on the lot when the cop arrives, everybody scatters and the cop informs the host that their parents will be informed of the party.

If all of the guests are gone when the cop shows up, the officer lets the teen off with a warning and parents are not informed.

After the party ends, you better make sure the lot is clean before parents come home.

If there is a mess or broken objects, the teen in the household gets serious trouble points and will be likely punished.

Caution

There is always a chance parents might come home early. You get a few hours notice of an early return. In those few hours, you better break up the party and clean everything up.

If you can return the house to clean conditions, nobody will be the wiser.

Family Enhancements

Adults

The adult phase of life is already pretty packed with activity and growth, such as careers and skill development.

But now adults have new interactions, such as the ability to scold and punish unruly children and disobedient teens.

Adults also stare down a Midlife Crisis, giving you a new set of goals between the young adult and adult ages.

Punishment

Piggybacking on the pranking and rebellious activity of children and teens, adult-age Sims can dispense punishment.

Discipline is a big part of parenting, which makes this new activity so crucial for the development not just of good Sims, but also memories.

They may not always be good memories, mind you, but there is something to be said about having a parent Sim love you enough to teach you the difference between right and wrong.

These are the activities in which adult Sims can catch children and teens, which prompts the ability to dispense disciplinary action:

-Bad grades
-Missing school or work
-Getting into a fight
-Setting a booby trap/prank
-Breaking curfew
-Sneaking out when grounded
-Getting out of Time Out
-Using a banned object, such as the computer

However, it's not enough for these activities to take place. Adults have to catch younger Sims in the act before they can punish them.

For example, if a teen breaks curfew and is brought home by the police, the adult needs to be on the lot to witness the action. This prompts a scolding.

Parents are not the only Sims who can catch a child or teen engaging in deviancy.

It takes a village, after all. Sims with the Good, No Sense of Humor, or Mean-Spirited trait always call the younger Sim's parents to tell them what happened.

Note

Conversely, Sims who are Childish or Evil will not scold the misbehaving child or teen.

How to Punish

Once a child or teen has been caught, it's time to discipline. Depending on the offense, different levels of punishment may be performed.

A basic offense such as a small prank can be met with simple scolding, which slightly decreases LTR and dings the younger Sim's mood.

A medium amount of trouble prompts the adult to put the child or teen on a Time Out.

This prompts the younger Sim to go stand in the corner for a set amount of time.

This also causes an LTR and mood hit. Parents can use choose to ban the use of an object.

Here are the available, bannable objects:

-TV
-Computer
-Treehouse
-Video Game System
-Foosball
-Playground Objects
-VR Goggles
-Dollhouse
-Pegbox
-Trampoline (Ambitions EP)
-Gnubb Field (Ambitions EP)
-Darts (Late Night EP)
-Shuffleboard (Late Night EP)
-Arcade Machine (Late Night EP)

Children and teens will autonomously avoid using the banned object. (However, if the teen in trouble is active in your household, you can direct them to use it anyway. Just be prepared to get in even more trouble if you're caught.)

The final level of punishment is grounding. Being grounded affects mood and LTR. A grounded Sim will stay on the home lot except for school or a part-time job.

However, as soon as school or work ends, the younger Sim must come right back to the home lot.

If you cancel out that action, you are considered "sneaking out," which can be fun for a Rebellious Sim, but can also cause even more trouble and punishment if the Sim is caught.

Tip

You can choose to Forgive a child or teen, which helps replace lost LTR. Forgiveness also cancels any punishment, like grounding or banning use of an object.

Brownie Bites

When adult Sims go out of town, teens may throw parties. There is no way to punish if a party goes off without a hitch and everything is cleaned up when they return.

But if evidence of the party remains or if the police are called to break up the party, punishment ensues when the trips ends.

Bachelor(ette) Parties

Before the big day, Sims love to let it all hang out for one last night. The Bachelor and Bachelorette Parties in Generations offer another memory-making opportunity—as well as another window to indulge in a little mischief.

Note

A few rules: Only engaged Sims can throw a Bachelor or Bachelorette Party.

Only young adult and adult Sims can be invited. Only one Bachelor or Bachelorette Party per engagement.

Get the Party Started

To throw a Bachelor or Bachelorette Party, follow the normal interactions for initiating any party. Use the telephone or computer to send out invites and then designate a location.

You can have a party on the Sim's lot or choose a community lot (such as the beach or park) for the special event. However, unlike other parties, you do not set the dress code.

Most Sims arrive in formal wear. (However, at least one Sim will show up wearing something silly.)

If the intended is on the lot, they will be prompted to leave the lot within two hours of the party starting.

When the party starts, the engaged Sim dons a special hat. Male Sims wear a top hat. Female Sims put on a sexy veil. Female Sims also tend to put on a white outfit.

The party then unfolds as would a normal party in The Sims 3. Guests need to be taken care of, so make sure food and drink are available.

(This is also a fun chance to use some of the potions you concoct with the new chemistry lab object—see the Chemistry chapter for more details.)

A buffet table helps a lot. Otherwise, cook dishes in advance, stir up drinks at a bar, or order pizza from the telephone menu.

While the Bachelor or Bachelorette Party rages, a few things can happen. Some new socials are available, which are detailed in this section. Party Dancers may show up, which leads to some fun (and potentially trouble-making) possibilities.

Romantic socials also have a higher level of acceptance, so if you are attending a Bachelor or Bachelorette Party and fancy another Sim, now is the time to make a move.

Because there's also a chance for fallout, look out for:

Objects have a higher chance of breaking at a Bachelor or Bachelorette Party.

Objects get dirtier faster at the party.

Attending Sims may pass out and sleep it off on the lot.

If the party went poorly due to lack of refreshments or bad behavior, the host can be hit with the highly negative Groomzilla or Bridal Monster moodlet.

Party Dancers

When you throw a Bachelor or Bachelorette Party, expect at least one Party Dancer to show up to the event.

The Party Dancers are typically the gender of the engaged Sim's fiancée.

Party Dancers arrive in different themed outfits. Male dancers may show up dressed as cops, firefighters, or more.

A female Party Dancer can arrive in different outfits, too, including a cheerleader or maid.

Party Dancers are always allowed entry to the Bachelor or Bachelorette Party.

They set down a portable stereo and then start shaking it, dancing alone for fun or with partygoers.

Attendees have the Watch Dancer interaction, which gains Fun. Party Dancers can be flirted with, too, which opens up exciting (depending on your point of view) possibilities for the host.

Because romantic socials have a higher success rate at a Bachelor or Bachelorette Party, the host can indulge in some last-minute action with a dancer, but you should always be mindful of reputation.

Though a little acting out at a party is fine, kissing or WooHooing with a Party Dancer can ruin a wedding.

Note

Bachelor or Bachelorette Parties are great memory opportunities. Toasting, Party Dancers, and more are memory-making moments. Use the video camera to record the event for posterity.

Socials

Bachelor or Bachelorette Parties introduce a few new socials, all of which add to the fun of the occasion.

Sims love to go a little wild at a party and use the new Spray Fizzy Nectar social.

Once initiated, a Sim approaches the Target, shakes up a bottle, and hoses them down with the sweet stuff.

This social cannot be refused and it is always received positively for good STC.

When Sims are sprayed down, they can either put their hands up and futilely attempt to block the incoming nectar or just open wide and gulp down whatever they can.

Note

You will often see partygoers using this action autonomously on each other.

The host of the Bachelor or Bachelorette Party can also use the new Ask to Make Toast social. This is a one-time per event social that actually can be refused.

If you have a low LTR or ask a Shy Sim, there is a chance he will shrug off the request and ask you to ask another Sim. This results in a negative STC.

However, when the social is accepted by a friend, the Target launches into the toast.

All Sims at the party move to watch the toast, kind of like attendants at a wedding. (Any Sim who has already passed out will also wake up to watch the special event.)

While the speaker offers the toast, other Sims cheer. At the end of the toast, the speaker sprays the engaged Sim down with nectar and everybody celebrates.

The successful conclusion of the toast results in an LTR gain between the toaster and toastee.

Have Late Night?

If you have the Late Night expansion, you can throw a Bachelor or Bachelorette Party at a club. Having a party at a club is great because food and drink are easily obtained at the bar.

Any Sim invited to the occasion can get past the velvet rope, so there are no awkward moments. And because it's being held at a club, there is no clean-up.

When the party winds down (typically at 5 or 6 AM), the owner of the club kicks everybody out to go home and sleep it off.

Brownie Bites

Adult Sims also have a new WooHoo interaction: WooHoo in Shower. If accepted, Sims go to the shower and really steam up the place. This interaction can also be used as Try for Baby.

If a baby is conceived in the shower, there is a small chance it will have the Hydrophobic trait.

Wedding Enhancements

One of the most-requested objects from The Sims 2—the wedding arch—returns in Generations.

The arch can be used as a central feature of a wedding, making what is already a special occasion into a warm, wonderful spectacle.

Three wedding arches appear in Buy Mode. Once purchased, the wedding arch can be placed in the inventory until necessary.

Once desired, place the arch on the lot (it must be outside) and then use the Get Married interaction on it to start an updated wedding ceremony that is different from the regular wedding found in The Sims 3 base game.

When a wedding arch–inspired marriage begins, both Sims stand beneath the arch and exchange vows in front of invited guests.

While watching, guests will cheer and throw rice, adding greater context to the event.

When you look back on this memory in the Scrapbook, seeing the added pomp of having a wedding under the arch just increases its specialness.

Tip

Buy a video camera and use it to record the special event! Then your Sims can watch the video over and over, reminisce, and cherish the memory.

Just be sure to splurge for the expensive model to get a moodlet boost.

In addition to adding an arch to a wedding, you can also purchase the new wedding cake and place it near the arch.

Once the ceremony is finished, wedded Sims will go to the cake and cut it, much to the delight of guests.

Guess love to partake of the cake, too.

If you are not relying on autonomy, use the new Cut the Cake interaction to start slicing.

This initiates the cutting, which is a moving moment for other Sims in attendance.

If your Sims are just watching a wedding, they can use Grab a Plate on the cake to help themselves to a serving.

Note

Cake is food, which means pieces of it can be taken home for leftovers or given to guests for leftovers. Watch out for spoilage!

If you received wedding gifts, thank the givers by using the "Write Thank You Letters" interaction on the mailbox. This boosts LTR.

Midlife Crisis

When Sims make the age transition between young adult and adult, there is a chance they will enter a Midlife Crisis.

A Midlife Crisis tends to take over the wishes and mood of the Sim, prompting them to deal with the move to adulthood for several days.

While tackling the Midlife Crisis, they get the Having a Midlife Crisis moodlet, which is mercifully neutral.

During this time, they may be spotted looking in a mirror for any sign of wrinkles or inspecting their waistline.

The chances of getting a Midlife Crisis are increased by the following factors:

-Low career level
-Never married
-Had children when young
-Low skill levels
-Never moved to a new house
-High number of break-ups and/or divorces
-High number of deceased family members
-Low LTR with family members
-Commitment Issues trait
-Ambitious trait

During the Midlife Crisis, the Sim begins seeing special wishes. These appear with a magenta background.

Midlife Crisis wishes do not have to be promised, but there is a higher Lifetime Happiness point payout if the Sim manages to satisfy the wish before leaving the crisis period.

Tip

Want to rid your Sim of the Midlife Crisis? Well, there is an escape clause. Just click on the hospital and send the Sim into therapy. After a little therapy, the Midlife Crisis wish vanishes.

Note

Some existing The Sims 3 wishes such as wanting a new car, getting a divorce, or blowing a lot of cash are rolled into the new Midlife Crisis wishes.

Midlife Crisis Wishes

Wish	Description
Become Self-Employed	It's time for your Sim to forge his/her own path and become his/her own boss! Your Sim wants to build his/her own career by building up a Skill and Registering as Self-Employed at City Hall.
Dye or Cut Hair	A sharp new look can completely change one's outlook on life! Your Sim wants to revitalize his/her hair by dyeing or cutting it.
Get a Makeover	A makeover rejuvenates your Sim's appearance and gives him/her a refreshing glow! Your Sim wants to wipe away the signs of aging by Getting a Makeover at the Salon.
Grow Facial Hair	Developing a little facial hair adds a manly touch to one's visage. Your Sim wants to get hairy and Grow Facial Hair. Use a Mirror to Change your Sim's Appearance.
Move to a New House	A change of surroundings is just what your Sim needs to put a spring back in his/her step! Your Sim wants to Move to a new House using the computer.
Plan Outfit	Wearing a new outfit makes Sims feel good inside. Your Sim wants to Plan his/her outfit using a dresser. Walk tall and proud in those flashy new duds!
Spend X Simoleons Remodeling Home	Upgrading your Sim's home is an upgrade to his/her entire life. Your Sim wants to spend some money upgrading his/her home in Build/Buy mode.

When the Midlife Crisis times out after several days, you are graded on performance during the period.

You are shown how many Midlife Crisis wishes you completed as well as the number of Lifetime Happiness points received for surviving the crisis in one piece.

Depending on how many wishes you fulfilled, you receive one of three moodlets: Barely Fulfilled, Pleasantly Fulfilled, and Supremely Fulfilled.

Elder

Elder Sims are hardly left out of the familial and age-related enhancements in Generations.

Elders also receive a special object—the cane—which allows them new behaviors that help further define their role in the family and town.

Boast About Grandkids

Grandparents are always proud of their grandkids. Elders in Generations can now talk with other Sims and use a new social: Boast about Grandchildren.

This social is not unlocked until the elder has a grandchild, but as soon as they do, it's a great interaction to use because it has a friendly STC.

The only Sims who will reject this social are Evil, Inappropriate, Childish, and Mean-Spirited.

Caution

Don't overuse the Boast about Grandchildren social in a single conversation—or use it more than twice in a row. That bores even a friendly Sim.

When an elder uses the boasting social, they pull out photos of the grandchildren and shows them to the Target Sim. The Target then looks on, nods, and smiles.

Sims with positive traits like Charismatic, Easily Impressed, and Family-Oriented are typically very receptive to this social.

Cane

Elders have a new object to use: the cane. Canes are purchasable in Buy Mode. After placing the cane on the elder's lot, drag the cane into the elder's personal inventory.

Then, you can click on the cane and set it to be used for mobility. Having a cane in the elder's inventory also unlocks a handful of new interactions, all centered around harassment.

Note

Once an elder has a cane, you can set their walk style to things such as Elderly and Southern Gentleman.

Harass

Cane-wielding elder Sims can use a new Harass social on other Sims.

When used, the elder Sim pulls out his cane and waves it around, using it as a prop to indicate just how irritated and grumpy he is.

The elder launches into a lecture. The Target Sim tries to calm the elder down, but it's usually no use.

The social has a mean context, which starts any conversation off with a negative bent. Using Harass increases the Steamed STC.

Unless the conversation somehow recovers and ends on a positive note, Harass will cost LTR.

In addition to the Harass social, elder Sims can use the new Harass Everyone interaction on the cane. This sets a behavior pattern.

The elder will now use the cane to indicate displeasure at, well, just about everything and everybody.

If left autonomous, the elder Sim will approach other Sims and objects and launch into general harassment.

Traits affect which objects the elder Sim is drawn to when using the Harass Everyone interaction:

Grumpy, Evil, Mean-Spirited, Insane: Sims, any object
Hates the Outdoors: Outdoor objects
Dislikes Children: Babies, toddlers, children, and pregnant Sims
Can't Stand Art: Paintings and sculptures
Frugal: Expensive objects
Technophobe: Electronics
Neat: Dirty objects, smelly Sims

Chemistry Lab

Science!

Generations introduces a new way to develop the existing Logic skill: chemistry!

The new Catalyst Chemistry Lab Station object allows Sims to not only develop the Logic skill, but also create up to 10 different potions.

These potions have magical effects like temporarily turning Sims into ghosts or elevating their mood.

Tip

See the “Skills” section of the Simology chapter in The Sims 3 guide for a discussion of the Logic skill.

Note

All Sims child or older can use the chemistry lab.

New Logic Skill Challenge

The chemistry set in Generations opens a new Logic skill challenge: Master Chemist. Master Chemists have discovered all 10 potions.

Because of this, the cost of making potions has been lowered.

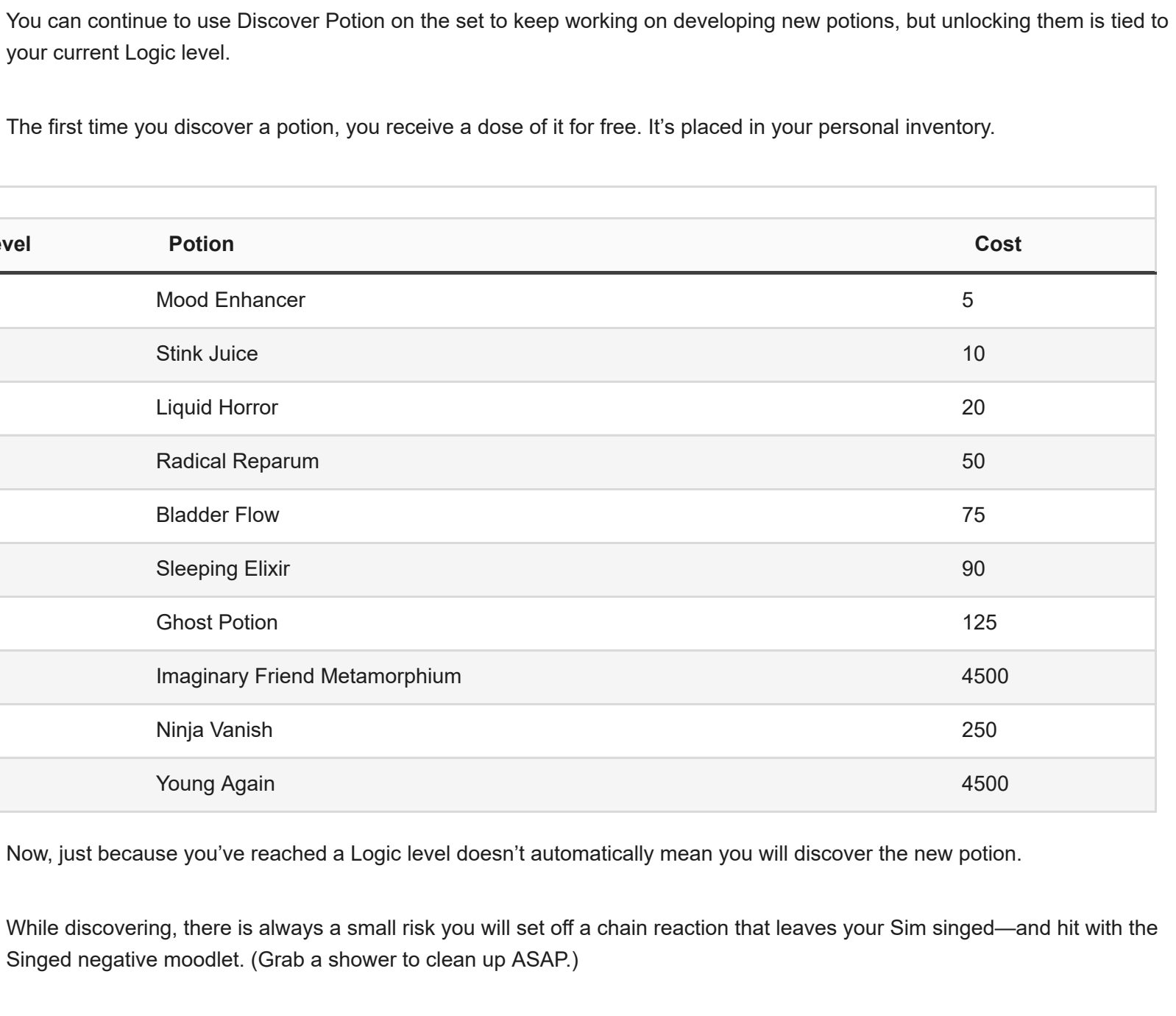
Discovering Potions

When you first step up to the chemistry lab, there is only one available interaction: Discover Potion.

Use this to slip on a white lab coat and start mixing chemicals to discover the first of 10 potions: Mood Enhancer.

Note

Discovering potions always builds the Logic skill, although the higher your level, the longer it takes to fill the developmental meter above your Sim’s head.



Once a potion has been discovered, it can then be made (for a fee).

You can continue to use Discover Potion on the set to keep working on developing new potions, but unlocking them is tied to your current Logic level.

The first time you discover a potion, you receive a dose of it for free. It’s placed in your personal inventory.

Level	Potion	Cost
1	Mood Enhancer	5
2	Stink Juice	10
3	Liquid Horror	20
4	Radical Reparum	50
5	Bladder Flow	75
6	Sleeping Elixir	90
7	Ghost Potion	125
8	Imaginary Friend Metamorphium	4500
9	Ninja Vanish	250
10	Young Again	4500

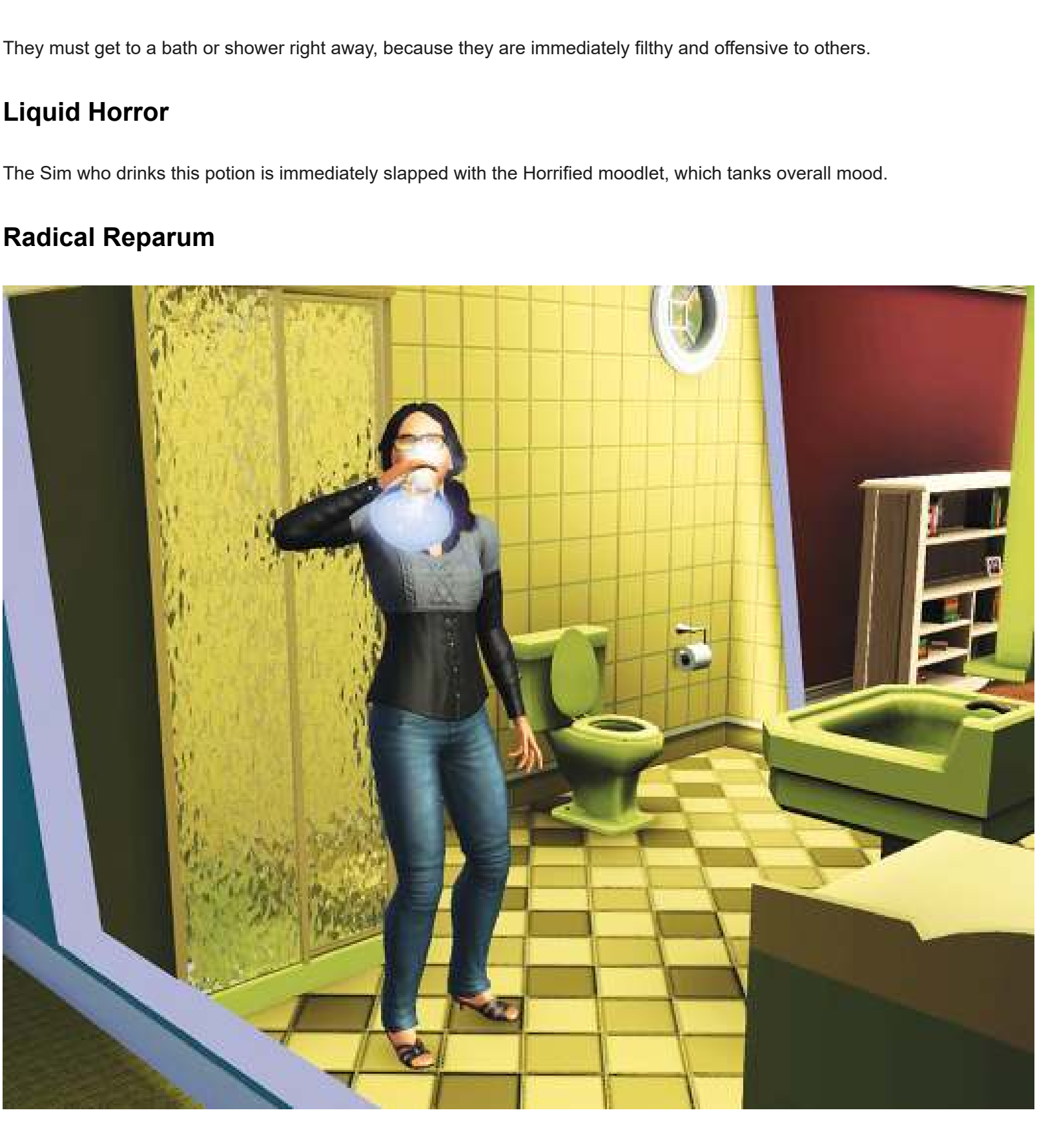
Now, just because you’ve reached a Logic level doesn’t automatically mean you will discover the new potion.

While discovering, there is always a small risk you will set off a chain reaction that leaves your Sim singed—and hit with the Singed negative moodlet. (Grab a shower to clean up ASAP.)

Mood Enhancer

This potion gives the drinker the Brightened Day moodlet. It’s perfect for reversing a tanking mood or offsetting a really nasty negative moodlet.

Stink Juice



The Stink Juice potion is commonly used by children and teens in pranks, such as sabotaging the school.

If Sims drink this potion, their Hygiene need bottoms out.

They must get to a bath or shower right away, because they are immediately filthy and offensive to others.

Liquid Horror

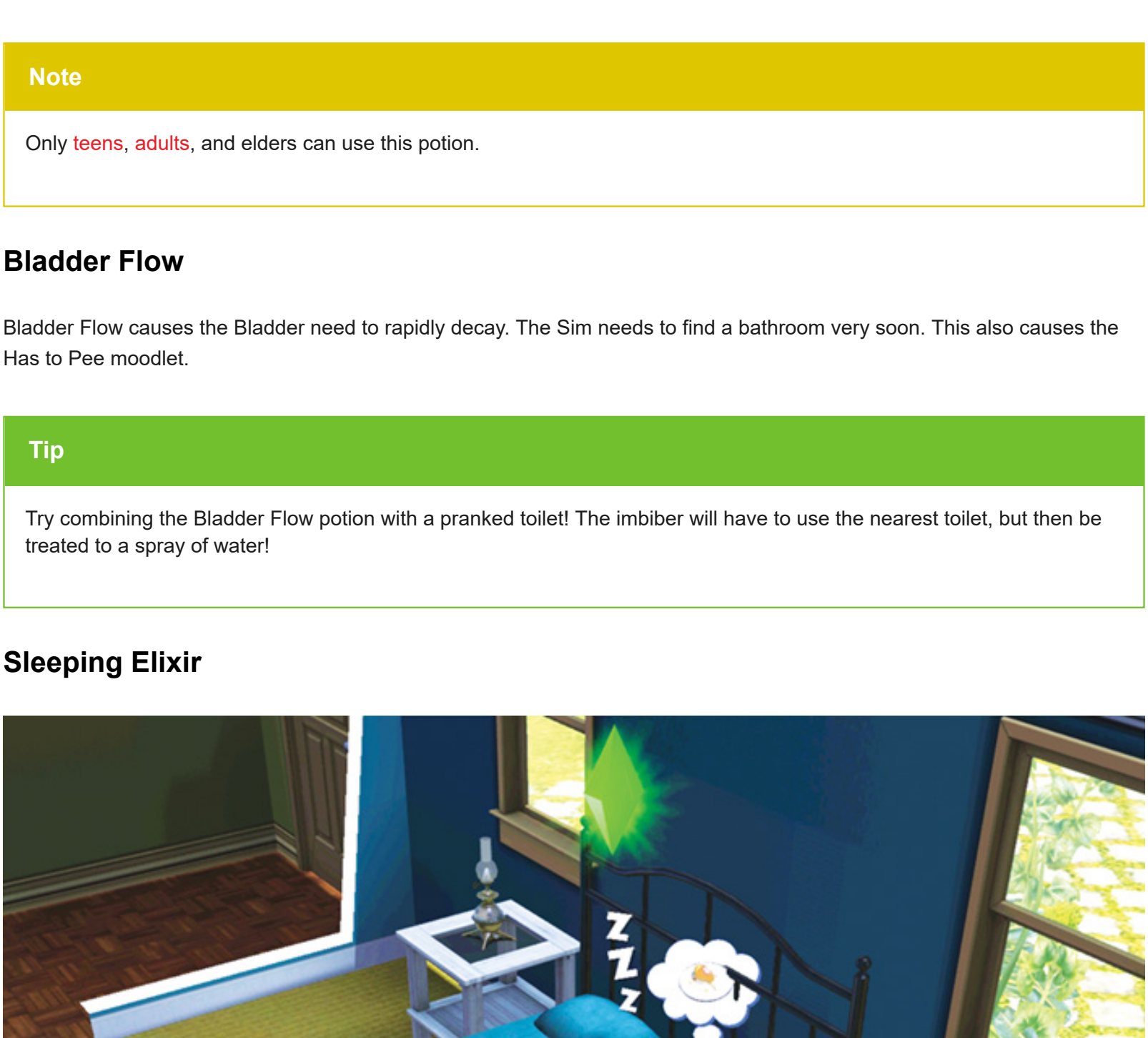
The Sim who drinks this potion is immediately slapped with the Horrified moodlet, which tanks overall mood.

Radical Reparum

Imbibing the Radical Reparum potion gives the Instant Handiness moodlet.

During this period, the Sim can instantaneously repair any broken object regardless of complexity or current Handiness level.

There is no risk of getting injured or killed while repairing the broken object.



No clog's too tough for Radical Reparum.

Note

Only teens, adults, and elders can use this potion.

Bladder Flow

Bladder Flow causes the Bladder need to rapidly decay. The Sim needs to find a bathroom very soon. This also causes the Has to Pee moodlet.

Tip

Try combining the Bladder Flow potion with a pranked toilet! The imbiber will have to use the nearest toilet, but then be treated to a spray of water!

Sleeping Elixir

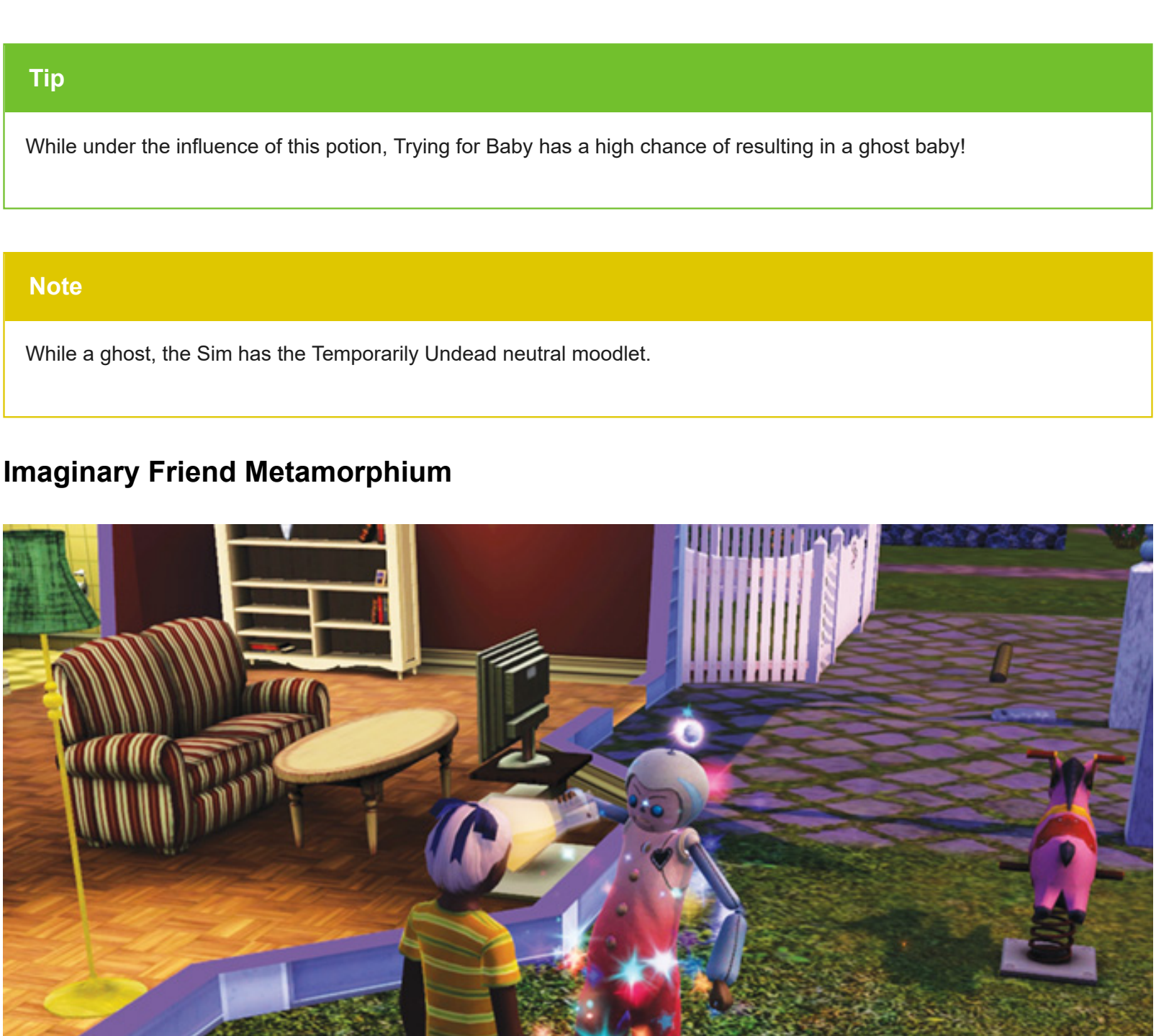
Sims who drink this potion do not become sleepy. Instead, when they do go to sleep, they replenish their Energy need much faster.

During sleep, they cannot be woken up, but when they finally do get out of bed, they have the positive Turbo Sleep moodlet.

Ghost Potion

Throwing this potion at a Sim’s feet temporarily turns the Sim into a ghost. The Sim is not dead, so there is no mourning, nor is there a gravestone.

This is just an opportunity to play as a ghost, scare Sims, and see how cool you look with a white shimmering outline.



Ghosts gotta eat, too.

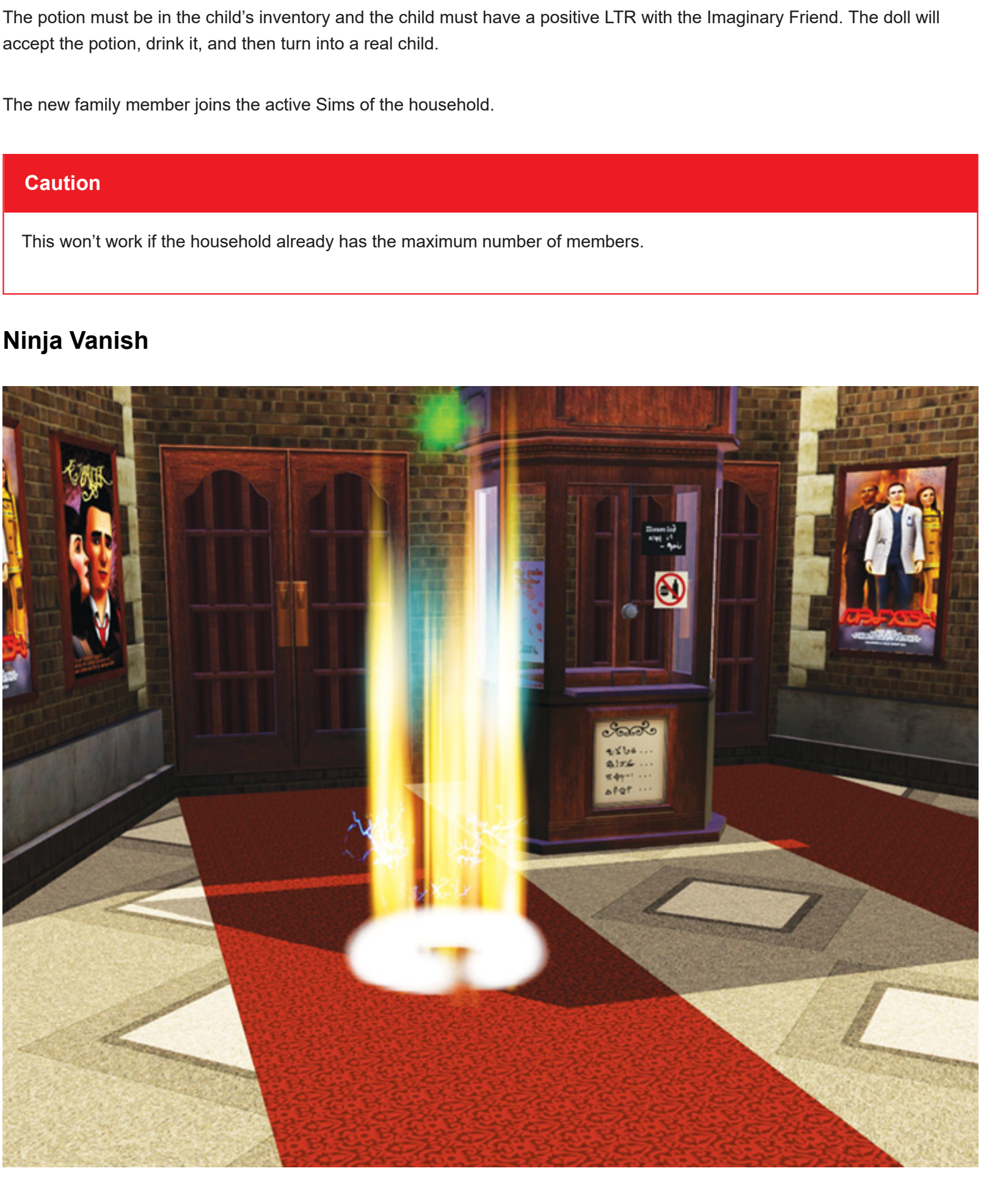
Tip

While under the influence of this potion, Trying for Baby has a high chance of resulting in a ghost baby!

Note

While a ghost, the Sim has the Temporarily Undead neutral moodlet.

Imaginary Friend Metamorphium



This potion can be given to a child’s Imaginary Friend to turn them real.

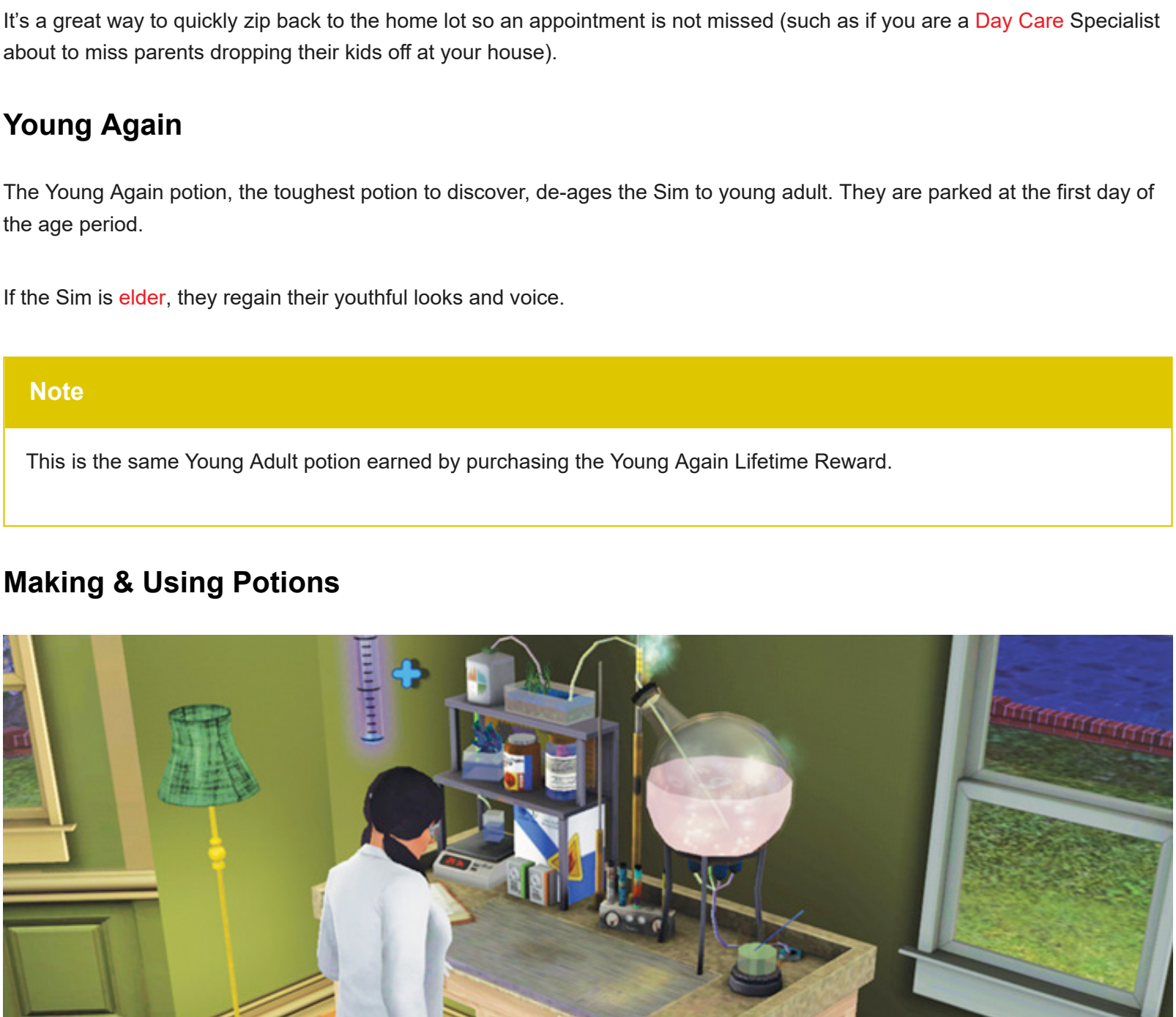
The potion must be in the child’s inventory and the child must have a positive LTR with the Imaginary Friend. The doll will accept the potion, drink it, and then turn into a real child.

The new family member joins the active Sims of the household.

Caution

This won’t work if the household already has the maximum number of members.

Ninja Vanish



When this potion is thrown at your feet, you automatically teleport home.

It’s a great way to quickly zip back to the home lot so an appointment is not missed (such as if you are a Day Care Specialist about to miss parents dropping their kids off at your house).

Young Again

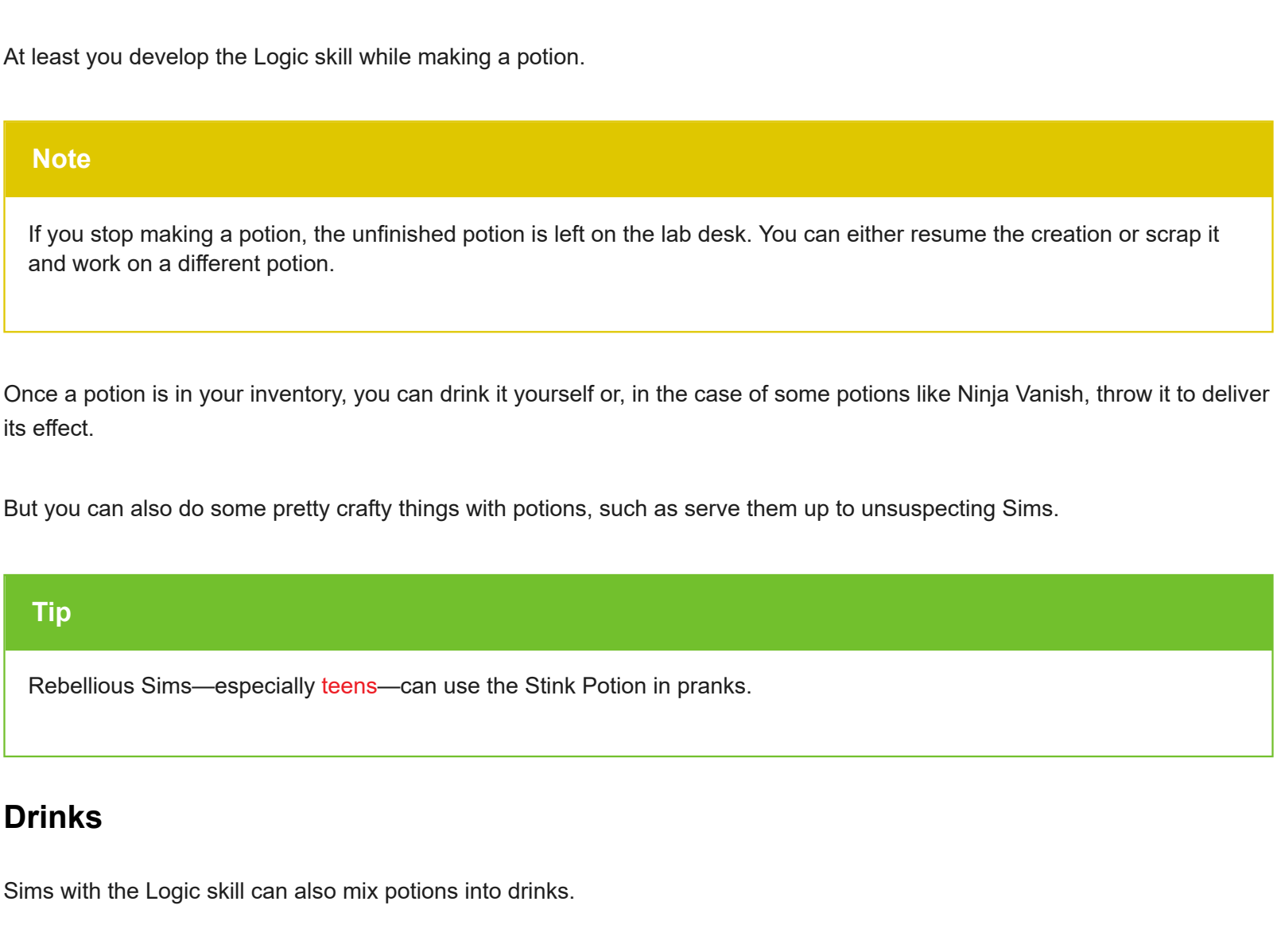
The Young Again potion, the toughest potion to discover, de-ages the Sim to young adult. They are parked at the first day of the age period.

If the Sim is elder, they regain their youthful looks and voice.

Note

This is the same Young Adult potion earned by purchasing the Young Again Lifetime Reward.

Making & Using Potions



Once you’ve discovered a potion, a dose of it is placed in your inventory. At this point, you can create more with the Make Potion interaction on the chemistry lab, but now its costs Simoleons to create it.

There is no risk of the Sim getting singed while making a potion; however, it can take a little while to complete the procedure.

At least you develop the Logic skill while making a potion.

Note

If you stop making a potion, the unfinished potion is left on the lab desk. You can either resume the creation or scrap it and work on a different potion.

Once a potion is in your inventory, you can drink it yourself or, in the case of some potions like Ninja Vanish, throw it to deliver its effect.

But you can also do some pretty crafty things with potions, such as serve them up to unsuspecting Sims.

Tip

Rebellious Sims—especially teens—can use the Stink Potion in pranks.

Drinks

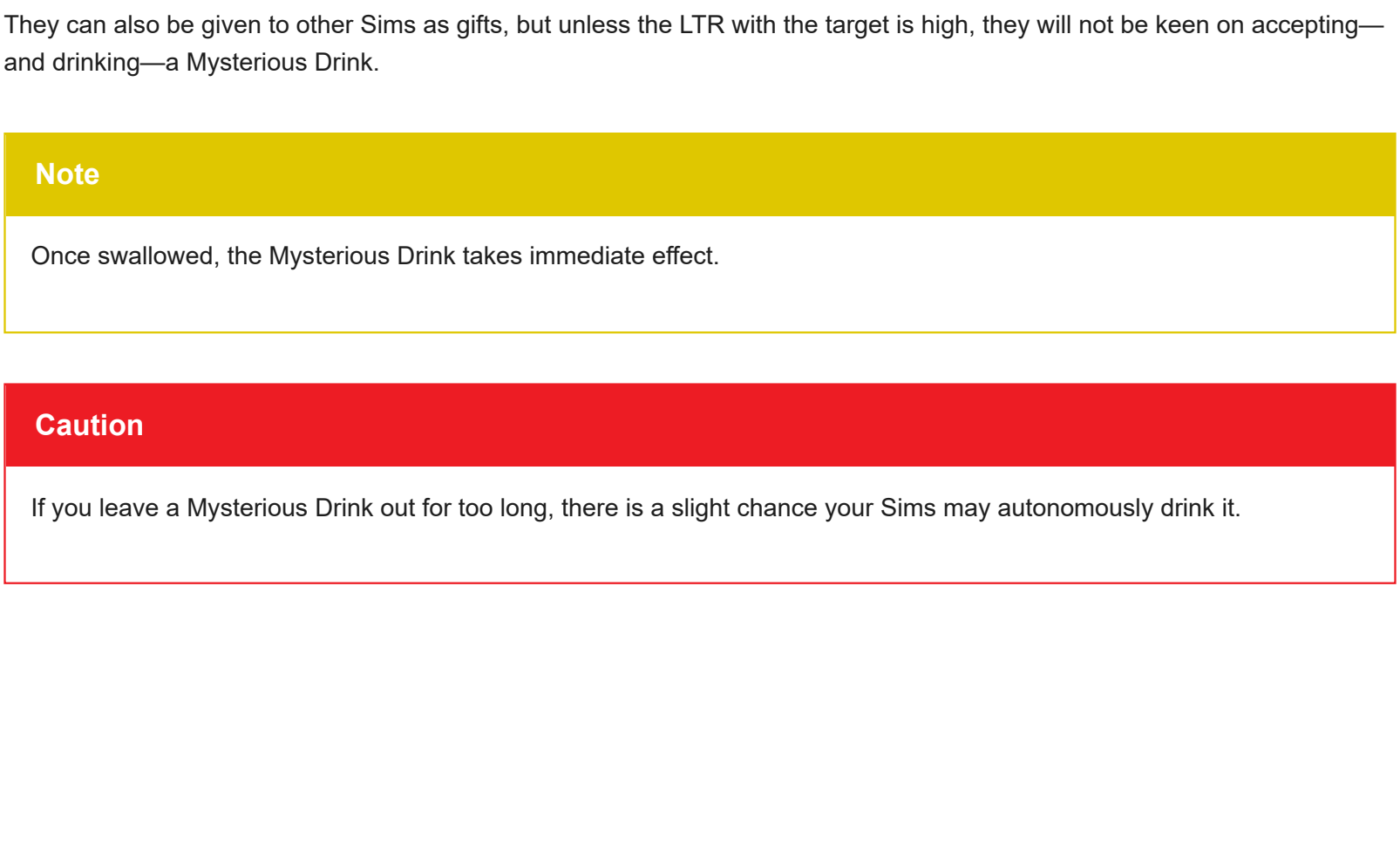
Sims with the Logic skill can also mix potions into drinks.

The potion beaker is removed from the inventory, shaken, and then returned as a normal looking glass of water but with the Mysterious Drink moniker.

(Be careful here. The name of the potion is now obscured and it’s possible to mix up the Mysterious Drinks in your inventory.)

Tip

Thrown potions such as Ghost Potion cannot be turned into drinks.



Mysterious Drinks can be placed in the fridge or left out for other Sims to imbibe.

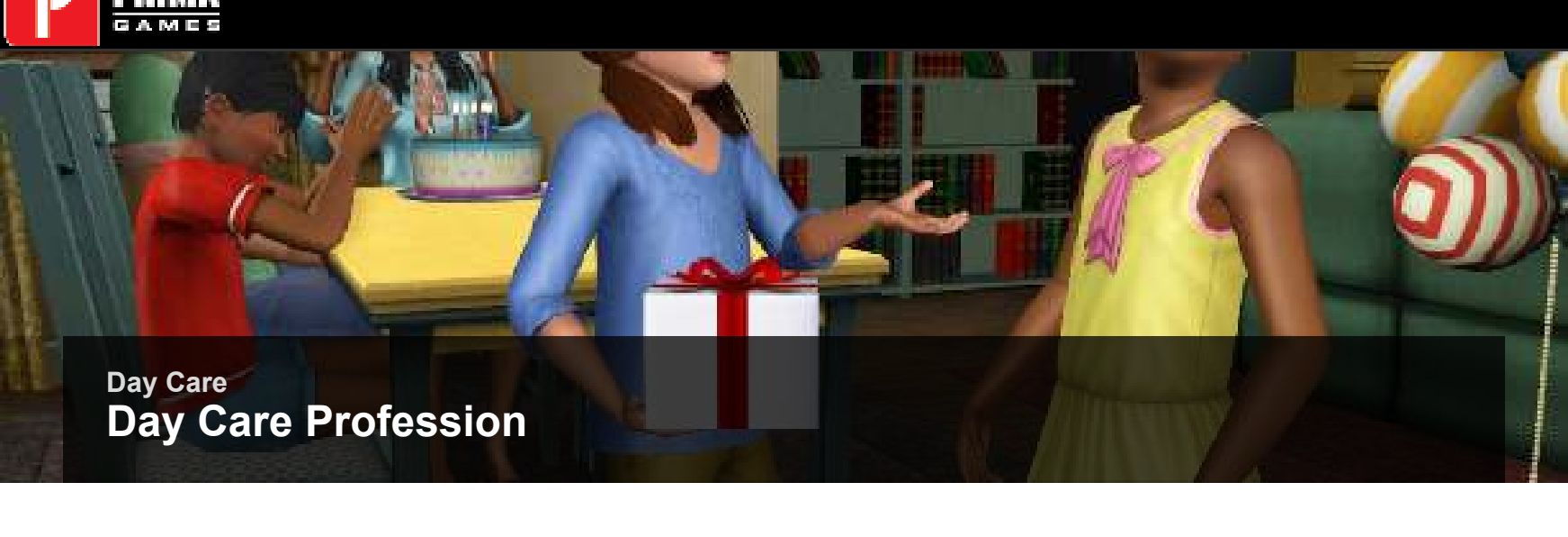
They can also be given to other Sims as gifts, but unless the LTR with the target is high, they will not be keen on accepting—and drinking—a Mysterious Drink.

Note

Once swallowed, the Mysterious Drink takes immediate effect.

Caution

If you leave a Mysterious Drink out for too long, there is a slight chance your Sims may autonomously drink it.



Day Care

Day Care Profession

With the expansion of family life in Generations comes an all-new active profession: Day Care Specialist.

Now, Sims can run a day care out of their own homes, taking care of toddlers for other families.

Not only is this a good source of income, but it also gives Sims a chance to experience taking care of children without having their own.

Active professions were introduced in the Ambitions expansion. If professions are new to you, here's how they work:

Before, when your Sims went to work, they slipped into a venue and did not come out until the shift had ended.

You had a degree of control over work behavior through the use of "tones," but the progression of a career was more about managing tones, skill development, co-worker relationships, and a handful of activities, such as writing articles or rummaging through trash.

In the original careers, promotions were doled out based on a number of different metrics, such as co-worker relationships and the development of related skills.

Professions have different metrics: responsibilities and experience. Each career has three responsibilities that you must stay on top of.

These responsibilities are constant and do not change per promotion.

The more of your responsibilities that you fulfill, the more experience you amass. Experience points (XP) are the hard measurements for promotions.

There is no guesswork. Once you reach a certain XP threshold, your Sim gets a promotion and all of the benefits that come with it.

The Day Care guide in this chapter details the responsibilities and how to best collect XP so you can rocket up the career ladder as fast as possible.

Note

Only one Sim per household can be the Day Care Specialist. A spouse or family member can help with the kids, but the responsibilities ultimately fall to the designated professional.

Day Care Specialist

Unlike the professions of Ambitions (such as Firefighter or Ghost Hunter), the Day Care Specialist stays home and takes care of toddlers. Don't assume for a second that this is any less hectic than chasing spirits.

Toddlers can cause plenty of trouble, and require constant attention. But there are rewards for doing a great job beyond Simoleons.

There's the pleasure of taking part in the development of Sims at an impressionable stage, and hopefully helping them become better people.

Work Location: Sim's lot
How Hired: Computer, newspaper ad
Work Week: Four days a week with long hours, possibility of weekend shifts as needed
Salary Progression: Day Care pays okay, but there are nice rewards for doing a good job and the salary bumps are reasonable.

Responsibilities:

General Day Care: Take care of Hunger, Hygiene, and Social needs.
Friendship with Kids: Treat the kids as your own and develop relationships with them.
Emergencies: Handle any emergencies that pop up.

Daycare Shedule

Level	Title	Base Pay	Min. # of Kids in Day Care	XP Needed for Promotion	Work Days	Start Time	# of Work Hours	Rewards
1	Amateur Babysitter	100	2	1250	M, Tu, W, Th	9	10	Nanny outfit
2	Cool Care-Giver	200	3	2900	M, Tu, W, Th	9	10	n/a
3	Daycare Dynamo	300	4	4500	M, Tu, W, Th	9	10	Occasional gift from parents
4	Good Governess	400	5	7000	M, Tu, W, Th	9	10	Butler and Governess outfits
5	Super Nanny	500	6		M, Tu, W, Th	9	10	Day care van

Career Development

Start of Day

When day care begins, Sims only have two toddlers to manage over the course of the day. As the Specialist levels up, more toddlers join the day care.

(And whenever a toddler "ages up," they are moved out of day care and a new customer potentially rotates into the schedule.)

The day starts with customers dropping their toddlers off at the house. There is a staggered drop-off period so the house isn't suddenly filled with adults and toddlers.

If the Specialist is not home when the shift begins, the adults point out the empty house and say they are not leaving their kids at the designated lot.

However, they will wait for a few minutes before bailing.

If the Specialist gets back home within that brief time, the parent will then agree to leave the toddler. If the Specialist cannot make it back within a reasonable period, the parent leaves and the Specialist is hit with the negative Missing Appointment moodlet.

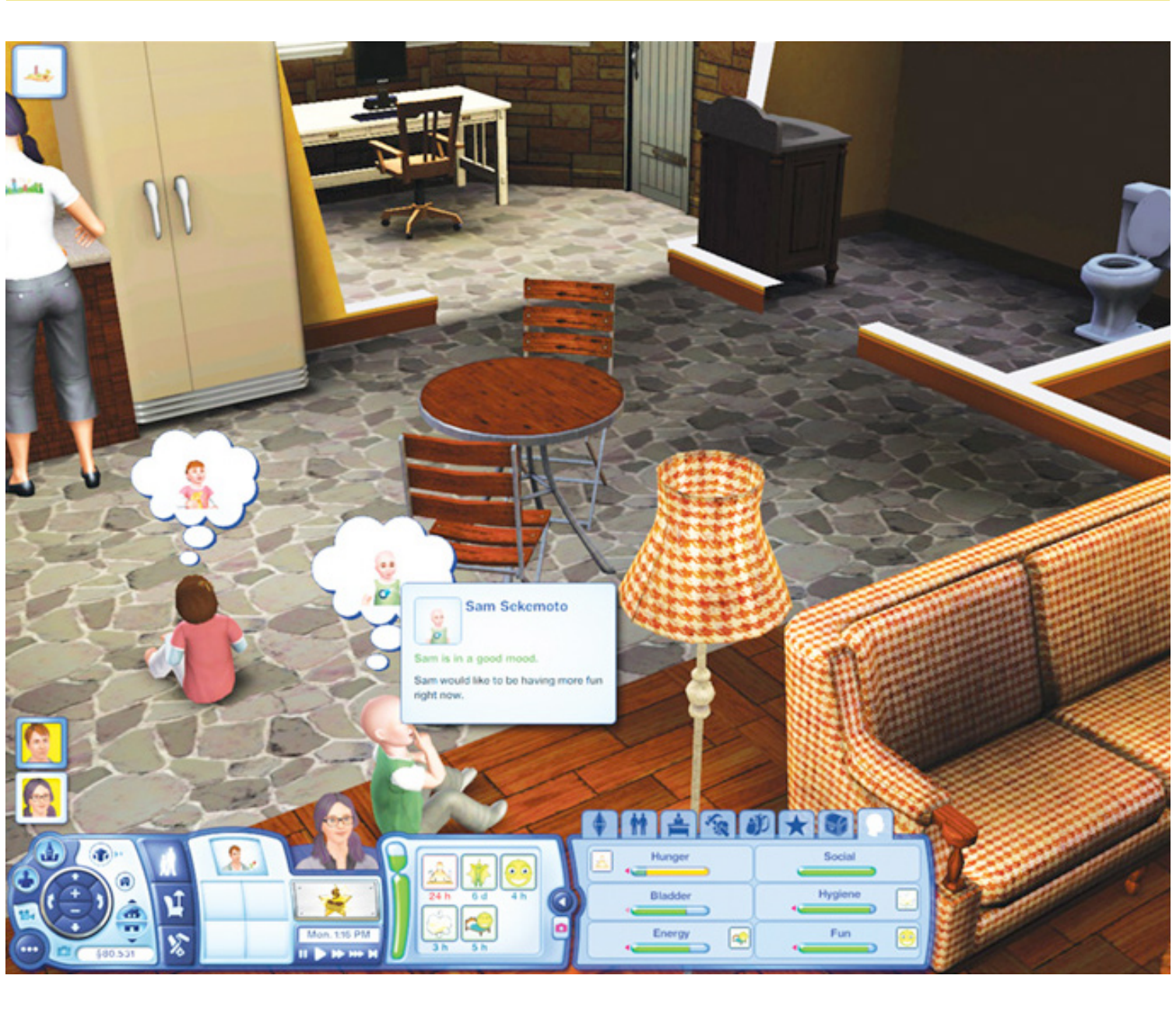
Caution

Missing several toddler drop-offs can result in trouble. See the Doing Badly section to discover what happens to under-performing Day Care Specialists.

Note

Always make sure there is an easy way into the house and an area free of clutter so a parent can drop off the toddler.

If there is no place to set down a toddler, the parent gets angry and leaves with the kid.



Sam Sekemoto

Sam is in a good mood.

Sam would like to be having more fun right now.

When toddlers are dropped off, you should mouse over them to get a good idea of their starting condition. The toddler is likely to be hungry, in need of a diaper change, or desiring some attention.

There are five levels of the toddlers' mood: great, good, okay, bad, and terrible.

The current need is also mentioned in the window that appears when you mouse over the toddler and a descriptor will tell you how serious the need is at that given moment.

Daily Duties

Your priority is to keep these toddlers happy, healthy, and safe. The two most common tasks are feeding and changing. These options appear when you left-click on a toddler.

Toddlers also require attention and fun. These can be satisfied by using these interactions:

Attack with the Claw
Toss in Air
Tickle
Snuggle
Pick Up

Performing social actions on toddlers is always accepted—kids do not reject the attention. Stuff like Tickling or Attacking with the Claw replenishes Fun. Snuggling and Pick Up satisfies a Social need.

Kids love the claw!

Tip

Use the thought balloons above the toddlers to get an idea of what they might need, such as food or attention.

Caution

There is a chance that any toddler can suffer a sudden mood drop no matter what you do. Kids are unpredictable. They have accidents in their diapers or suddenly feel lonely.

These events can happen once an hour. However, in the last two hours of day care, these accidents stop.

In addition to playing and feeding, the Specialists can teach toddlers to speak, walk, and use the potty.

These not only help the toddler, but they also increase the relationship between the toddler and the Specialist.

Parents also appreciate these lessons and sometimes reward the Specialist with bonuses.

The one catch: teaching takes time. The more kids you have in a day care session, the harder it is to divide your attention and give a worthwhile lesson.

Place toys around the area where you watch kids. Kids will amuse themselves with toys like the xylophone.

Note

Watch for wandering kids. They crawl about. If one gets too far from the main day care area, pick them up and bring them back to the group.

Toddlers love to follow the Specialist around the lot. They will even crawl after her while she tries to use the toilet!

Toddlers and children do not age up at day care.

End of Day and Scoring

When the day ends, parents show up to collect their toddlers. They don't rush the house at the same time, but instead come in waves to pick up the kids.

When a parent arrives, they give the Specialist a rating and a potential bonus payout. The rating appears in a small window on-screen, not via a Sim-to-Sim conversation.

There is a chance some parents might be late to pick up their toddler. Late parents telegraph this via a message. Lateness usually lasts between one to three hours.

This may inconvenience the Specialist's household, but the extra time results in a tidy pay out in the event the toddler was well looked after.

The nice thing here is that the extra time with just one toddler means you have plenty of undivided attention.

When toddlers are picked up, the Specialist receives a ranking per child: terrible, bad, neutral, good, and great. This ranking affects the XP and Simoleon pay out for the day.

Naturally, the happier the parents are with the condition of the kids, the more XP and Simoleons the Specialist banks.

A small window lists the condition of the toddlers by name.

Day Care Scores

End of Day Rating	XP	Bonus Pay
Terrible	-25	§25
Bad	0	§60
Neutral	100	§80
Good	200	§90
Great	300	§120

Now, these scores are fluid but not forgotten. Parents remember the last four daily rankings. If you get two bad or terrible scores in a row, the parent may take the toddler out of day care.

The child does not return and the slot remains empty for a few days, which results in a loss of XP and cash potential.

If conditions get so bad that you lose all of the toddlers in this fashion, you are punished.

See the Doing Badly section to learn more about an under-performing Day Care Specialist.

Tip

Occasionally, happy parents will gift a collectible, such as precious metals or gems.

Doing Badly

Okay, so your day care has been abandoned by the neighborhood because you either left kids alone too long or you didn't take good care of the toddlers in your house.

Guess what—the social worker is on her way to your lot and is about to scold you. Severely.

At least a Day Care Specialist who failed at work gets to keep their own kids.

The social worker suspends your business. No parents will show up for as long as the day care is under suspension.

To reverse the suspension, you must attend a Penalty Class at City Hall (§500).

Click on the City Hall, choose the class, and attend for several hours (just like a skill class). Once the class is complete, the day care returns to operation.

However, you cannot keep botching day care and expect to stay in business. After two suspensions, the city takes away your day care license and your Sim is considered unemployed.

You cannot restart a day care right away.

You receive a message that you have lost the town's trust. It takes well over a week before you can even think of clicking on the computer and starting the Day Care Specialist profession again.

Extra Day Care Sessions

As a reward for doing a good job with your day care, you are offered more work. You may sometimes receive offers to take care of kids on the weekend or after school.

Weekend

Sometimes, on a Friday or Saturday evening, parents will call to ask if the Specialist can watch their kids for the weekend. This is not like baby-sitting for a few hours—it lasts two days.

If you accept the offer, you gain LTR with the parent. If you refuse, there is a slight LTR hit (but not substantial enough to spoil a relationship).

Taking care of children over the weekend unfolds just like a normal day care shift. All of the duties, such as feeding and providing fun, now extend beyond the several-hour period.

Use your typical day care skills to manage the child (and any other emergency drop-offs that occur—word apparently goes out that you're open for the weekend).

At the end of the weekend, the same ranking system occurs. However, you get a nice little Simoleon bonus depending on the toddlers' condition.

A Great kid earns twice the cash while Neutral still pays out 1.25 times usual. That's not bad for giving up some weekend freedom.

After School

Day Care Specialists may also be asked to look after children after school as well as the regular toddlers they mind during the normal day care shift.

Unlike a weekend job, this is not optional.

You just receive a message from a parent that they are directing their child to go to your house after school.

When school hours end, the child comes straight over and stays on the lot—almost as if they lived there.

Fortunately, children can take better care of themselves and are largely autonomous while on the lot.

Still, you need to monitor their needs and make sure they have food available to satisfy Hunger and entertainment if their Fun suffers.

Children, though, have one need toddlers lack: homework. Children come to your lot with unfinished homework.

You should direct the child to do the homework and, if possible, help with it.

That not only gets homework done faster, but boosts LTR with the child and their parents.

Caution

Children cannot get a Great rating at the end of the day if their homework is unfinished.

Tip

Plus, finished homework means your Specialist gets a little pay boost at the end of the day.

Problem Child

When you reach level 5 of this profession, a new wrinkle is added to the daily routine: the Problem Child. The Problem Child is a lovable kid with just a few exceptions, such as the desire to fight with the Specialist and harass the other clients' kids.

However, this is no reason to just throw up your hands. Dealing with a Problem Child can prove extra-rewarding, especially if you provide the child with a safe place to act out but then settle down.

Receiving a Problem Child is always telegraphed in advance. You receive a message from a parent letting you know that the troubled kid is on his/her way over to your day care.

The parent expresses hope that you can help out.

Things to watch out for from Problem Children:

Their Fun need decays much faster than other children.

When their mood drops, they become Mean and Insulting to other kids. They also are inclined to pull more pranks,

They do not like doing homework. If left alone, they will quit out of doing homework, so you have to stay with them.

If a Problem Child's mood drops really low, they may break nearby objects.

These are all serious things that must be managed. But there are ways to deal with the Problem Child in a beneficial manner. Over time, taking good care of a Problem Child can reform them.

Just watch the condition of the child. Do nice things for them, like feeding them nourishing food, complimenting them, and doing fun things. Every little bit helps boost that condition.

There is a new social to use on a Problem Child: Talk about Problems. This social lets a child vent.

Venting not only increases the LTR between the child and Specialist, but it also restores some of the child's mood.

Tip

The Super Nanny Lifetime Reward is a huge help with Problem Children.

If you manage to boost the Problem Child's condition, they are no longer any real trouble. They start behaving like a normal kid.

Their parents are grateful for your hard work and pay a little extra for watching their child.

The child will stay in your day care until they age up or get rotated out. While the reformed Problem Child is in your care, you will not receive another Problem Child.

Caution

However, if the Problem Child situation spirals out of control, you can find yourself in the same trouble as failing at day care.